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DRILLER

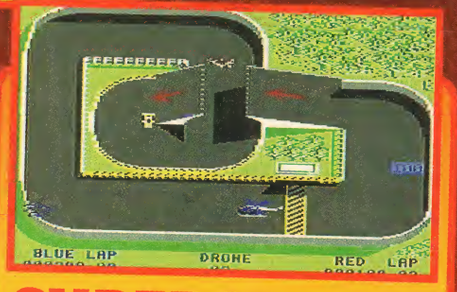
Save the planet in stunning 3D. The first game incorporating Freescape and a 96%er to boot.

EASY LIVES

The Tipster here, now listen — I handle the cheats in this mag and that John Wells is taking a blinkin' liberty...

SUPER HANG-ON

Vroom, vroom. It's time to burn some rubber...



SUPERSPRINT

...although, should you prefer to do so from a more top-down perspective, *Supersprint* more than provides...

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COMMODORE FORCE

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WHAT'S HAP

Before you read any further, turn to the centre pages. Got that? Intrigued? Yup, our next issue is set to be something special... but you'll have to wait to find out why. But hey — you're hardly short changed this month either, what with our two fast-paced racers and the innovative *Driller*. We've also got the much-awaited Readers' Top 100 and a bumper eight pages packed with the best tips this side of tipsville... and, of course, all your other favourite regulars. Heard of a machine called the Mega CD? Did you know that the C64 — in terms of software sales — is currently 1.6% ahead of Sega's expensive Megadrive add-on? It's true, you know. Did you also know that the C64 is also ahead — again, in software sales — of the Atari ST, Spectrum, Apple Macintosh and Amstrad, among others? But how long will it be until the C64 *really* begins to tumble? Who cares! I certainly don't. You see, what I do with C64s is smash them with a mallet, set fire to the pieces and throw them at passers-by. Really, I do... (Miles here, just to assure you that James doesn't really do that. The real reason he's irate is because he can't get past the fourth level of *Mayhem in Monsterland*. I can — just watch. Hmmm, yes, just that little bit across there, up a bit here, collect that there and... badgers! Pass me that lighter, James. I'm gonna torch me a C64... useless piece of junk, blither!)
May The Force Be With You!

James.

James Price
Editor

GOOCHY GAMES

With the cricket season well and truly over, Audiogenic have seen fit to announce the forthcoming release of *Graham Gooch's World Cricket* on the C64 — there's no accounting for the software house's sense of timing sometimes, eh? Still, it's a conversion of the moderately well received Amiga game released a few months back. Though graphically attractive, it hardly pushed the more powerful machine so there's no reason to suppose a C64 conversion shouldn't stand up pretty well. It could even be better as the Amiga version had one gaping flaw, in that bowling down the leg side at a certain pace scored a wicket every time — the computer batsmen, flatly refusing to take a swing at the ball, would stand gormlessly as it flew past them into the sticks. Once you discovered the correct angle the computer teams could be all out for nought time and again — quite realistic if you selected to play against England but hardly making for compelling match-play! The C64's lacking a worthwhile simulation of the popular village green pass-time (shurely 'pastime' — Ed) but Graham Gooch might just be the man to change that. Whether it's out for a duck or scores a century, we'll have a full review in a future innings... ahem, issue.

DELTA BELTER

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BUDGET BARGAINS

In possibly the least funny press release this side of Spectravideo, Future Zone — a fast-growing chain of software shops — have announced their intention to sell new (and old) Kixx and Hit Squad titles — my, no-one's ever done that before, have they? Anyway, these will be packaged in what's known as 'blister packs'; a piece of cardboard with plastic moulded to the front, containing the game. Just what difference this — and the fact that they're '...presented in Future Zone's own corporate colours' — will make is beyond us, but were pleased to see they're stocking C64 titles.

WHO'S THE TEAM

JAMES PRICE

● 'Hey,' said James. 'I've done loads this month, me.' When questioned further as to what exactly he'd done loads of, it soon became blatantly apparent — he'd been playing Mayhem. 'Look, there's nothing wrong with enjoying yourself, is there? I mean, it's not as if my playing of Mayhem affects anyone else, is it?'

PENING?

FAIR COMMENT

In possibly the least funny press release this side of Future Zone, Spectravideo have just informed that 'this delta is a belter' — referring to, of course, their £15.99 Delta Ray joystick. Our professional COMMODORE FORCE opinion is that, while it's great for flight sims and the like, the Delta is sadly lacking in other respects. It's too bulky to play *Mayhem in Monsterland* with, too cumbersome for *Off Road Racer* and as for *Street Fighter 2* — well, the game sucks regardless, and we can't see that *any* joystick would make a difference. We reckon the Delta's a sound second purchase if you're looking for a feeling of 'weight' while playing *Stunt Car Racer* or something, but remember the old adage and try before you buy...

The All Formats computer fairs have been going for a while now, with over 100 events staged over the past four years, considered by the organisers to be '...an established, successful, integral part of the computer industry' — rather like COMMODORE FORCE, you could say! Bearing that in mind — and especially with their huge line-up of events during and after Christmas — we thought we'd give you a special address to write to. Anyone who sends a stamped, self-addressed envelope to: Maple Leaf, Stretton-on-Fosse, Moreton-in-Marsh, Gloucestershire GL56 9QX will receive 50 £1 off vouchers, including the dates and locations of forthcoming venues. With events occurring in Ireland, Scotland, Wales and throughout England, there's sure to be something happening near to you. Oh, and as they cover pretty much every computer — including the virtually dead 'n' buried Spectrum — we reckon there'll be loads of C64 stuff there. Hurrah!

DOING WHAT? AND THEIR TRICKS

MILES GUTTERY

● 'Agggrrhh! I can't take it any more,' screamed the Hairy One. 'That infernal Price sits playing Mayhem all day, leaving me to do all the writing, picture sourcing, phonecalls... well I've had enough. Where's Lloyd's number gone...'

LLOYD MANGRAM

● 'You can burger off, young man,' said Lloyd to Miles. 'If you think for one second that I'm doing anything more than the letters pages, you've got another thing coming.' 'But I'll pay you all the money you'll ever need,' replied Miles. Lloyd, not surprisingly, was impressed. 'Six pounds?' he enquired.

TOP TWENTY

The reappearance of the ageing *Super Monaco* comes as a bit of a surprise this month, with *Robocod* looking a hot contender for the top spot. But when's that infernal *Street Fighter 2* going to stop selling?

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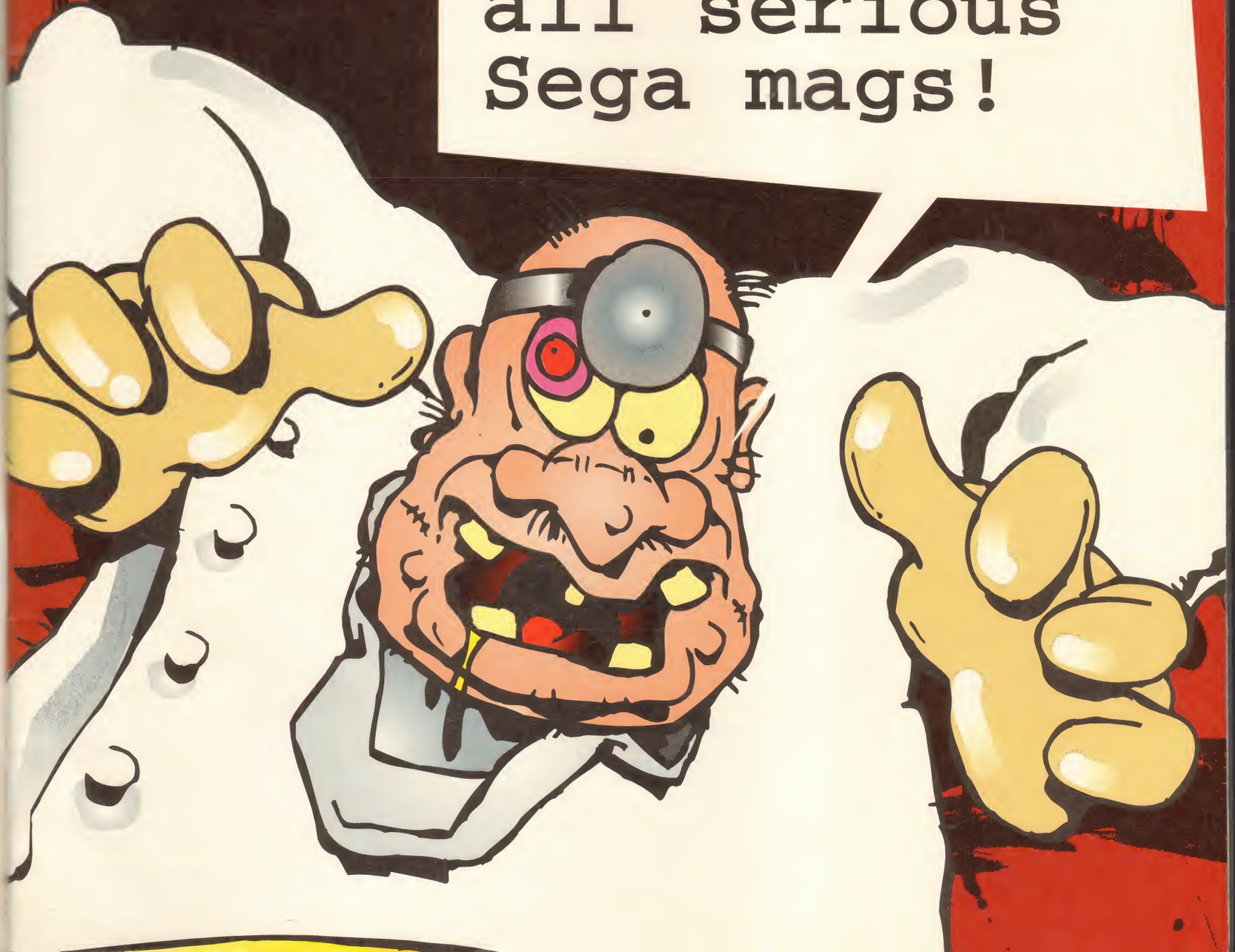

REEL AC

DRILLER

It's another blinding month in Freebieville — two 96% plus smashes and both well worthy of the acclaim. Unfortunately these aren't games you can just wade into and play straight off, no sir. You'll just have to read the instructions first...

Welcome to Freescape! If you haven't experienced the freedom offered by the system now's your chance — it's the closest you'll come to virtual reality on a C64, that's for sure. The story goes something like this...

The planet of Evath is orbitted by two moons, Mitral and Tricuspid. For many years the minerals of Mitral were mined by an Alien race known as the Ketars who've since left. As a result of all the drilling, dangerously large gas build-ups have formed under Mitral's surface. This wouldn't have concerned anybody except that scientists have discovered a meteor on direct collision course. Should it hit the moon, the resulting explosion of gas build-ups would be so great as to knock Evath out of its orbit, wiping out the entire population. The only way to avoid this global catastrophe is for someone to travel to the stricken satellite with the necessary equipment and release the gaseous pockets via carefully positioned drilling rigs. Guess who that is...

Your mission begins on the surface of Mitral. At the controls of your mining probe you need to locate and tap gas pockets in each of 18 sectors. Your main problem is actually finding where to drill — 50% of dormant gas needs to be released before a sector is deemed secure so starting your operation as near the centre of each build-up is vital and remember — you're only allowed one drilling rig per sector so make it count. Only experience will teach you where best to place your rigs but keep an eye for tell-tale structures or just use trial and error at first.

To help in your mission you may come across abandonned aircraft which can be used to scout the surrounding area. Should you locate one, dock with it by positioning the probe directly beneath it — to return to the probe land above it.

Your probe is not invulnerable! Beware of falling off cliffs as well as automated

A VIEW TO

1. VIEWING WINDOW
2. TRANSPORT INDICATOR
3. MOVEMENT/ATTACK INDICATOR
4. PLAN VIEW
5. ANGLE TURN
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8. ENERGY REMAINING
9. SHEILD STRENGTH
10. X, Y CO-ORDINATES
11. VERTICAL HEIGHT
12. COUNTDOWN
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16. MESSAGE DISPLAY
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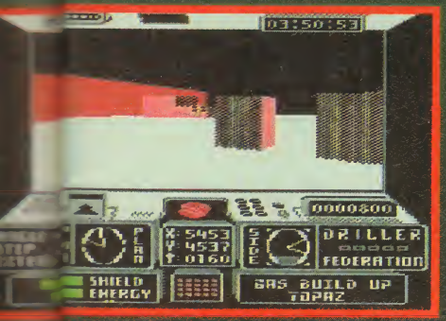
Reel Action Nos .....

TION

defence systems left behind by the Ketars. Both the probe and aircraft are armed with lasers to take out hostile defences but be quick — those Ketar laser beacons are pretty swift. Also watch out for 'Skanners' — flying probes which are almost certainly dangerous. Oh, one last thing — all movement and action costs energy. Replenish your supplies by finding and absorbing scattered rubicon crystals.

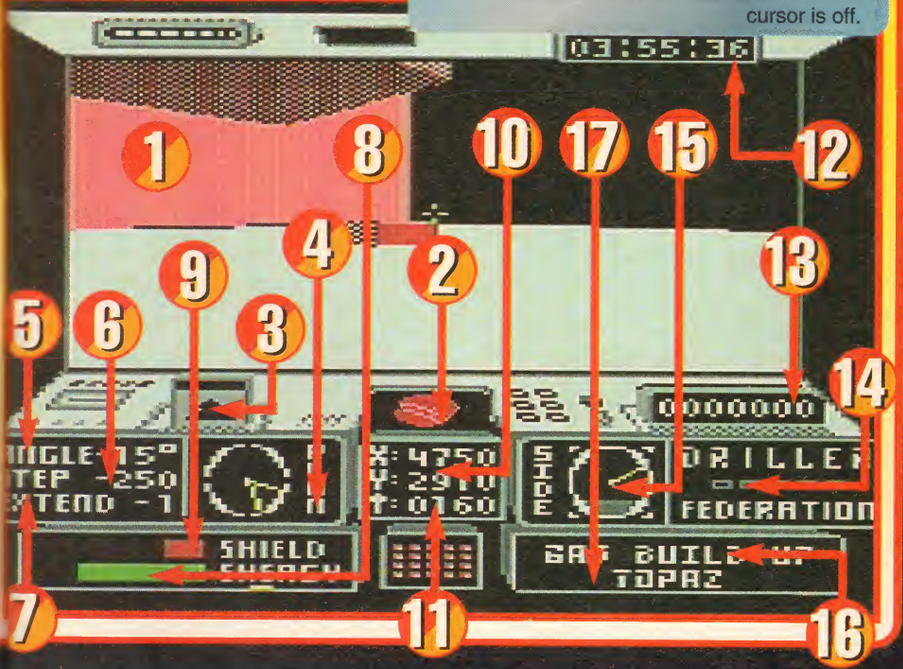


CONTROLS

■ Movement and lasers are via a joystick, with additional key-controls as follows;

P.....Look up
L.....Look down
.....Tilt right
A.....Increase angle of rotational movement
Z.....Decrease angle of rotational movement
S.....Increase size of each forward step
X.....Decrease size of each forward step
R.....Makes the main body of the probe rise
F..... and fall
I.....Info — here you can save your game or abort the mission if you so wish.
U.....Causes the probe to perform a U-turn.
D.....When you've decided where to drill hit D and a drilling rig will be teleported from Evath to a position right in front of the probe.
C.....Cancels drilling and returns the rig. If you wish to change the location of the rig it must be teleported back to Evath and recalled at the new site. Beware — teleporting costs energy.
+.....Turns the cursor on and off while in movement mode. You can't fire if the cursor is off.

TO A DRILL



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COMMODORE FORCE

SUPER HANG-ON
Racing thrills with this bike-based thriller. Can you stand the pace of this superb Sega conversion?

TAPE INFO

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LEVELS 000

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There's something of a racing tinge to the tapes this ish. Whether you prefer to do your rubber-burning on two or four wheels it matters not — all aspiring Nigel Mansells/Barry Sheens/Boy Racers are well catered for with a couple of landmark racerollas.

The engines growl, the competitors eyes narrow, you'd better read on to find out what's what...

SUPER HANG-ON

Who's ever wanted to feel the wind in their hair? Imagine climbing into the saddle of huge motorcycle, the exhilaration of flying around tight corners at incredible speed, not knowing whether or not you'll still be on the road come the next bend. Almost losing control but wrestling the monster to heel just in time for the next hair-pin. Sounds pretty exciting, huh?

Well, now you to can experience such thrills 'cos this issue we're giving away a free Harley Davidson motorbike. Just peer twixt pages 48 and 49 and you should see your wonderful prize in all its glory... er, hang about — that's all a complete lie actually. What we have, however, is the next best thing;

SUPERSPRI

Could this be the definitive plan-view racing game we wonder? At any rate we're sure there ain't many who've not heard of it. It's been copied numerous times — the most recent incarnations worthy of a mention are *Ivan 'Iron Man' Stewart's Super Off Road* and Zeppelin's *Carnage*. Though both were, perhaps, technically superior, they didn't quite have the charm. So COMMODORE FORCE gives away another slice of gaming history. To qualify you need to finish ahead of any computer controlled cars and also look out for special icons appearing on the track. Collecting spanners allows you to boost your car's performance between races, there's also point bonuses. Not everything you encounter along the way is good, mind! Oil slicks send you into a spin, muddy patches slow you down and beware of the floating storm cloud. Coming into contact with this mini tornado throws the car temporarily out of control.

Four different courses are on offer — select the one you wish to race by moving the steering wheel on the appropriate screen. Also watch out for the jump on track two — hitting it too slowly can result in a nasty tumble.

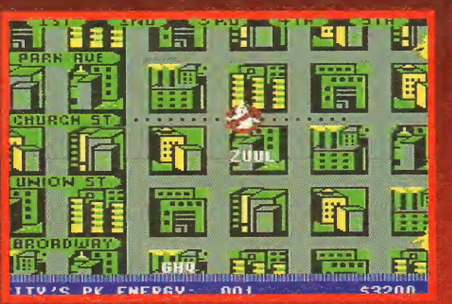
Three cars are involved in each race, one or two of which can be human controlled. If a two-player game's selected you then get the choice of full game with a computer drone involved or just straight head to head (meaning you don't have to worry about disqualification).

CONTROLS

■ The whole game's joystick controlled with fire to accelerate. Now, see you down in the pits!

EASY LIVES

There's a definite Reel Actiony feel to the cheat prog this month, with *ISS*, *Artura*, *Park Patrol*, *Rampage*, *Ghostbusters* and *Krakout* all getting the treatment. There's also one or two neat little music hacks and the usual bits and bobs of news. If you're in any doubt as to how the program works simply press '8' on the keyboard and a handy little instruction screen pops up. Hurrah!



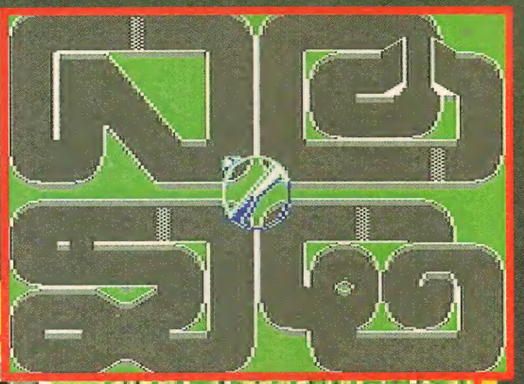
Super Hang-On's a rip-roaring race game in sizzling 3D with only one aim in mind — to come first! One of the first 'into the screen' affairs to really work, *SHO* is hell for leather from start to finish. Don't believe me? You'll soon be eating humble pie. Remove the tape from the cover of you magazine, insert it squarely in the datasette and prepare to be convinced, o ye of little faith.

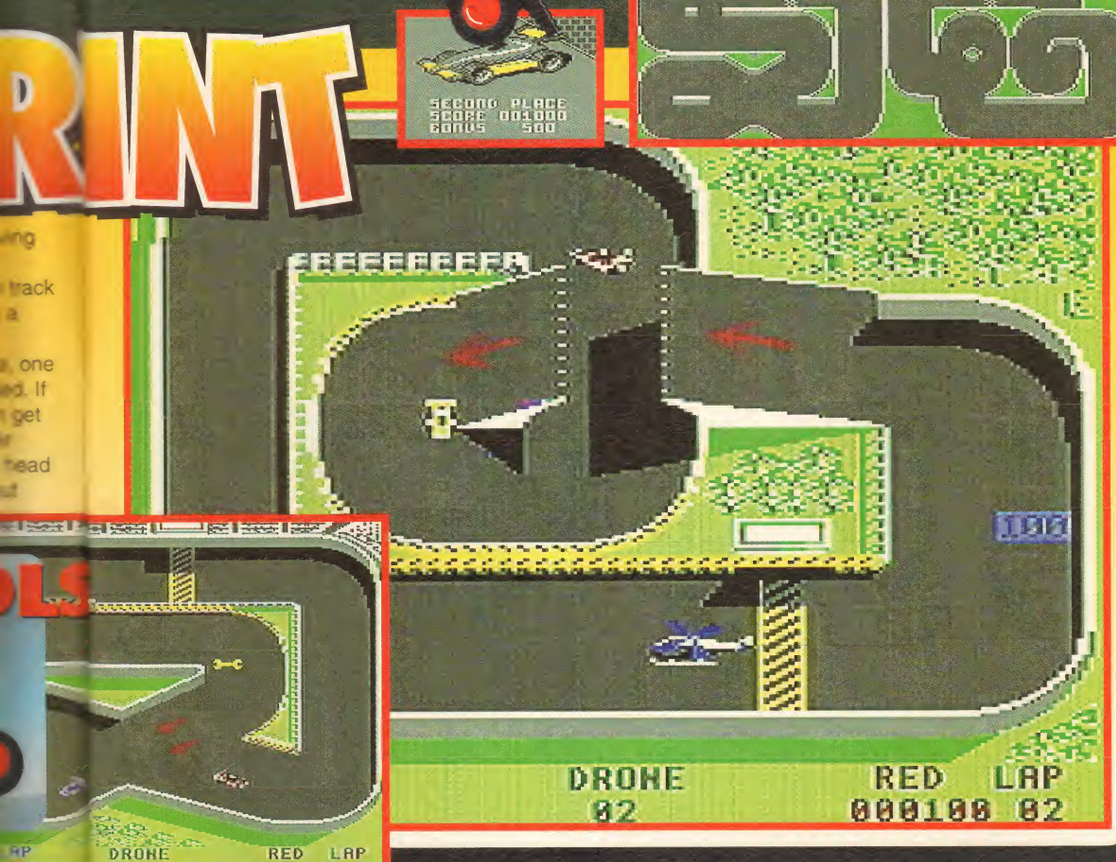
Before heading out onto the highway you'd be well advised to make a note of the following controls;

CONTROLS

■ (Joystick in port 2)

Forward	Accelerate
Back	Break
Left	Steer left
Right	Steer right
Fire	Turbo boost





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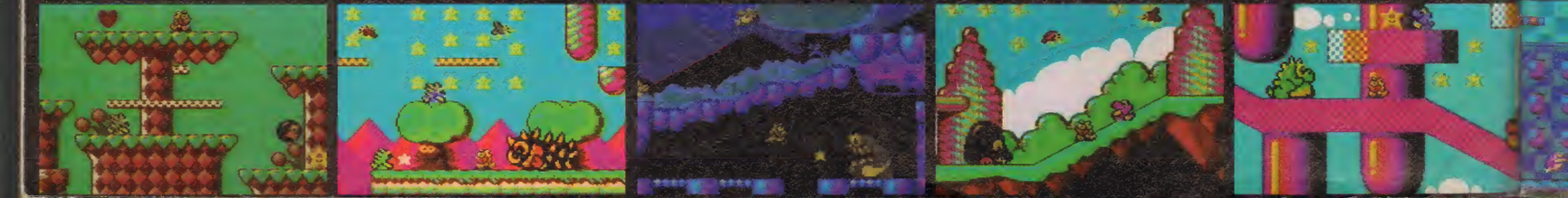
MAYHEM

IN MONSTERLAND

CREATED IN

SUPER-DINOVISION

THIS GAME HAS BEEN
CERTIFIED TOO CUTE!



From the makers of Creatures and Creatures 2 comes probably the greatest platform game ever created for the C64; Mayhem in Monsterland is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spikey blue hedgehogs.

★ First video game to receive 100% ★

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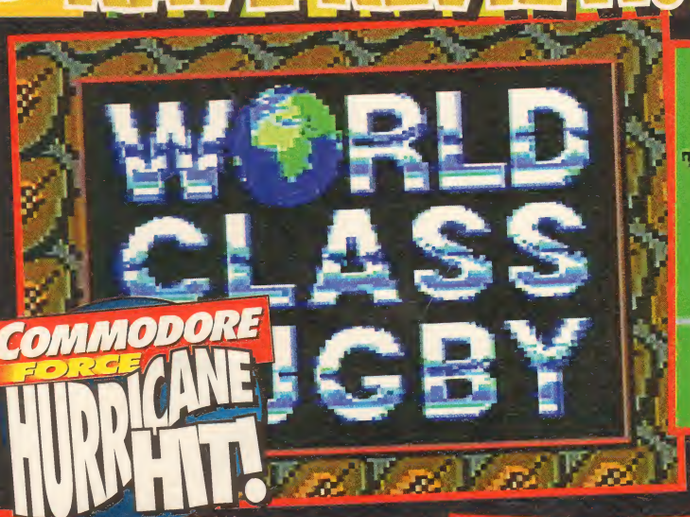
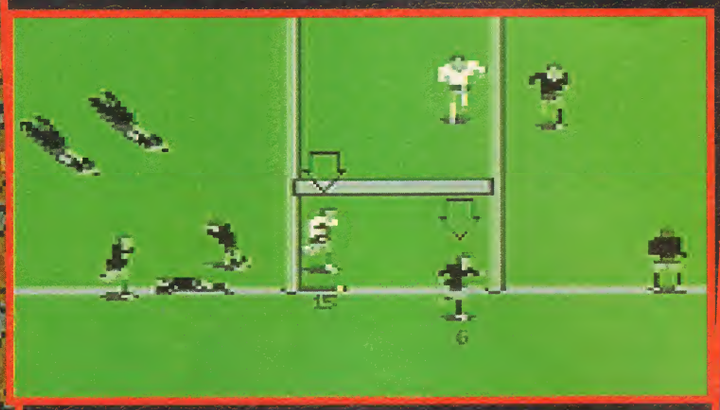
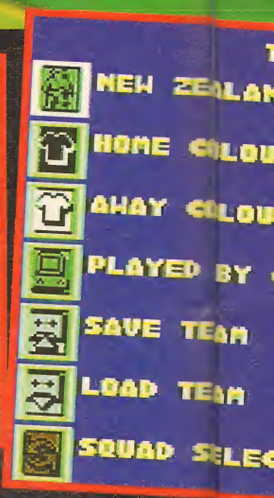


COMMODORE FORCE HURRICANE HIT!



● 'Blimey' thought Dave, 'There's not much to this rugby lark. Thank Lordy I wore my lucky upside down house'



WORLD CLASS

● Touchdown, £3.99 Cassette, £7.99 Disk

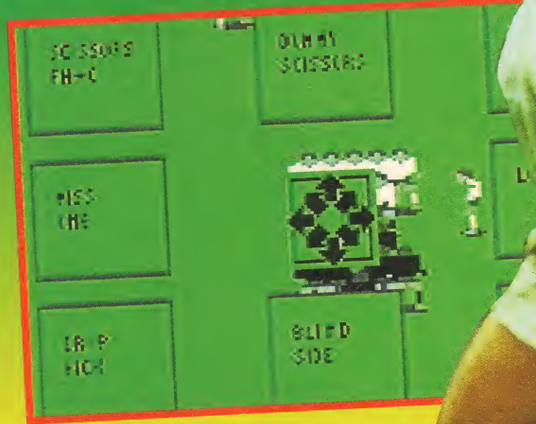
Ah, sport. There's a school of thought that suggests that, if younger computer users are given a simulation of a sport, they'll play that at the expense of the real thing. And with rugby, can you blame them? Muddy puddles, much bruising... it's a quick ticket to hospital food, and nothing but. JAMES 'FLY HALF? COME HERE AND SAY THAT, PAL' PRICE sees how the C64 can possibly duplicate it all...

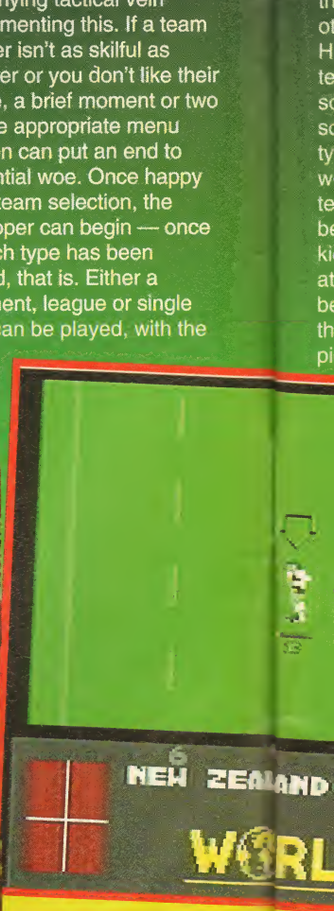
Rugby? Do I really have to write a review about a rugby game? Must I be compelled to make feeble comments about odd-shaped balls to wring a laugh from a innuendo-bored public?

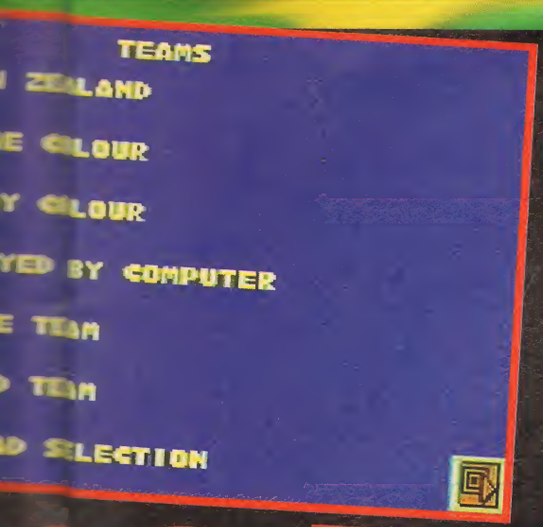
Ahem. They say football's a funny old game, but Rugby's a curious pastime too. A sport with English origins — predictably, and much like football, our national team usually lose at it — it's something that hasn't fared too well in the conversion-to-computer stakes. Arcade representations always seem to be jerky and badly-constructed, while those taking the management angle (Zeppelin's *World Rugby* jumps to mind) are shallow and unengaging. Then there's *World Class Rugby*.

Originally released in 1990 to coincide with — not surprisingly — the Rugby World Cup, it received glowing reviews and provoked many a 'phew, a decent Rugby game' comment. It's not difficult to see why. For a start, it mixes arcade action with an underlying tactical vein complementing this. If a team member isn't as skilful as another or you don't like their name, a brief moment or two on the appropriate menu screen can put an end to potential woe. Once happy with team selection, the game proper can begin — once the match type has been selected, that is. Either a tournament, league or single friendly can be played, with the

"What a smart game, and cheap too!"







SS RUGBY

tournament based on the very one that occurred during 1991, quelle surprise. The match itself is *World Class Rugby*'s main strength; it's not half bad, balancing realism and authenticity with arcade playability. Once the players have run out onto the pitch, the match begins with one side kicking the ball to the other. Once they've done that, the other team catch it and try to run to the other end of the pitch, passing it when required. However — and more often than not — the other team tackle the player with the ball, leading to something we qualified types refer to as 'a bit of a scrap'. This, like the occasional scrum (a similar type of scrap, but organised by the referee) can be won by rhythmic joystick waggling. The winning team has the ball thrown back to a guy standing behind and waiting (coward) who then passes, kicks or runs with the ball to create a counter-attack. Should the ball go out of play or a penalty be conceded, a tactics screen pops up, allowing the player to choose a computer-controlled set piece. These can be stopped at any point during their execution, but it's an idea to let the CPU get on with for a while — more often than not, these moves confuse the hell out of the opposition. Ignoring a great deal of other occurrences, scoring results in a bit of a cheer from the crowd, and the award of a conversion. This is where a guy steps up and attempts to kick the ball through the goalposts. Should he manage this act of skill and physical exertion, an additional two points are added to the original four awarded for the try. Oh, and the ball can only be passed backwards...

But I don't want a shower...

Heh heh. After possibly the worst description of Rugby ever, I suppose I'd better tell you just how well *WCR* implements it all. Obviously, a basic knowledge of the sport is helpful, but *WCR* is so well-written, it's accessible to both fans of the sport and the uninitiated alike. It's tricky at first — I was soundly beaten in my first three matches, and obviously, I blamed it on my joystick — but its clever difficulty curve and wealth of options make for much lastability. Cosmetically, it's excellent — its sprites are well-defined, pitches suitably coloured and although the pre-match presentation and options are a little on the spartan side, they serve their purpose. But hey, I've not got to the best bit yet. Generally, sports games are far better if played against a computer opponent, especially when the computer opposition no longer present an adequate challenge. *WCR*'s two-player mode is one of the best I've come across. There's also the fact that you can invite as many people as there are teams to participate in a massive tournament. Well, I suppose I'd better wrap this review up by saying something along the lines of '*World Class Rugby* — what a smart game, and cheap too!'. Yeah, I think that sums it up very nicely...

JAMES! 93%

MILES!

● Other than football, team sports have inexplicably never really lent themselves to computer translation — until now. *World Class Rugby* is packed with well-presented options. All the teams from 1991's World Cup are included with full world cup, international league or friendly matches. Control is intuitive with complex passing movements very easy to achieve, though tackling can be a little tricky until you learn to allow for the inertia on running players. The way they pick up speed rather than taking off at full whack is very realistic — as is the fact the further they run, the more they tire. There's no zig-zagging up the pitch time and again for easy individual tries; real team-work's required. Add to this a good array of set pieces and you get a remarkably faithful representation of the sport. *World Class Rugby*'s seven skill levels will keep you busy — even level nought provides a fair challenge but check out the two-player mode for truly fraught head-to-headers. An essential game for even the most un-rugbyish of peeps (like myself).

90%

GALE WARNING

FORCE FACTOR 92%

READERS' T

The votes are in! After complaining about our Top 100, these are the games you –

After our Top 100, we gave all you C64 owners the opportunity to vote for *your* favourite games. After seemingly endless hours of compiling your preferred games, we've come up with this — the best indication of what's hot and what's not for the C64. Read on and learn...

100 GOLDEN AXE	KIXX
99 NICK FALDO'S GOLF	GRANDSLAM
98 THE GREAT ESCAPE	THE HIT SQUAD
97 AIRBORNE RANGER	KIXX
96 ARKANOID	THE HIT SQUAD
95 BATTY	REEL ACTION
94 BUGGY BOY	ENCORE
93 NOBBY THE AARDVARK	THALAMUS
92 PARADROID	RACK-IT
91 RETROGRADE	THALAMUS
90 SALAMANDER	THE HIT SQUAD
89 TETRIS	MASTERTRONIC
88 THE BARD'S TALE	ARIOLASOFT
87 WINTER GAMES	EPYX/US GOLD
86 3D CONSTRUCTION KIT	INCENTIVE
85 BART VS THE SPACE MUTANTS	THE HIT SQUAD
84 BOULDERDASH	FIRST STAR
83 BUG BOMBER	KINGSOFT
82 CASTLE MASTER	INCENTIVE

THE GREAT ESCAPE

Denton Design's isometric adventure scored highly with Spectrum reviewers, but suffered the indignity of a 'port' across to the C64. Despite the inevitable monochrome graphics and slow pace, *The Great Escape*'s strength of design and gameplay ensured a welcome reception from C64 owners and magazines alike. Its semi-sequel, *Where Time Stood Still*, was mysteriously never converted — a shame, as it took the best ingredients of *Escape* and added more. This is one of the few instances when Spectrum owners can justifiably gloat...

THE SIMPSONS

If you knew just how many letters we receive moaning about consoles and their games, you'd perhaps appreciate the irony of *Bart VS the Space Mutants'* popularity. A conversion of an ageing NES game, it mixes platforms, puzzles and gaudy colours to great effect. It's a little on the tricky side — younger gamesplayers would be advised to steer well clear — but now available on The Hit Squad label, it's a bargain.

LEMMINGS

A top 100 is all very fine and well, but could never represent everyone's personal choice. However, it's not difficult to doubt certain individual's strength of mind (and their preferred titles) when the as-yet-unreleased *Lemmings* receives enough votes to put it at number 79. Okay, it's a strong title — everyone's been looking forward to its arrival — and granted, a couple of (admittedly excellent) demos have been in circulation, but for it to receive so many Top 100 votes before its release does rather suggest a few of our readers are running on a low-watt bulb...

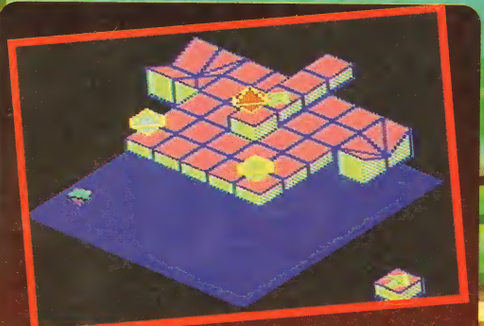
TOP 100

...u — our readers — reckon to be the best. Read on...

81 COMMANDO	ENCORE
80 DIZZY	CODEMASTERS
79 LEMMINGS	PSYGNOSIS
78 MANIC MINER	MASTERTRONIC
77 OPERATION WOLF	THE HIT SQUAD
76 PARK PATROL	REEL ACTION
75 PITSTOP 2	EPYX
74 R-TYPE	THE HIT SQUAD
73 RAMPAGE	REEL ACTION
72 SEUCK	GBH
71 SUPREMACY	VIRGIN
70 TURTLES 2	IMAGEWORKS
69 BATMAN: THE MOVIE	THE HIT SQUAD
68 GHOSTS 'N' GOBLINS	ENCORE
67 KLAX	THE HIT SQUAD
66 PLATOON	OCEAN
65 SPINDIZZY	REEL ACTION
64 THE UNTOUCHABLES	THE HIT SQUAD
63 TRIVIAL PURSUITS	THE HIT SQUAD
62 WORLD CLASS LEADERBOARD	US GOLD
61 WWF EURO RAMPAGE	THE HIT SQUAD
60 ARNIE	ZEPPELIN
59 DIZZY: POTYF	CODEMASTERS
58 EXILE	AUDIOGENIC
57 FIRST STRIKE	REEL ACTION
56 GREAT GIANA SISTERS	RAINBOW ARTS

SEUCK

Sensible Software's unique game-maker is perhaps the most easy-to-use and powerful utility the C64 has ever know. The real beauty of *SEUCK* is that it can be used to create as many different variations on the shoot-'em-up theme as its users' imaginations will allow — well, nearly. It's popularity is such that our offices are constantly bombarded with efforts moulded with it, and certain individuals have created add-on utilities to enhance end results with. Then there's Alf Yngve...



SPINDIZZY

Possibly our most controversial covertape game to date, *Spindizzy* has provoked an equal amount of positive and negative responses — or so our mailbag would suggest. Half of you feel its original 98% rating was well-deserved, with everyone else disputing that, quite vocally at times. Still, we like it, always have done and anyone who reckons it doesn't deserve its 'king of its genre' crown is a banana.

EXILE

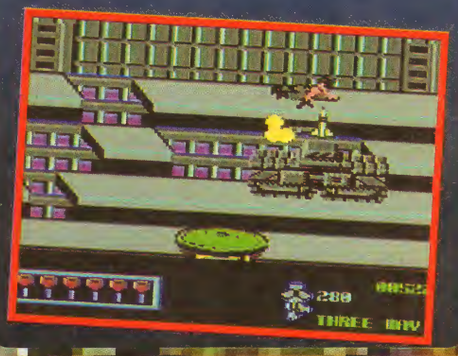
One of the best arcade adventures ever, and certainly the most atmospheric sci-fi effort, *Exile* is an astounding achievement, both in terms of complexity and depth. Playing is believing; it rivals its Amiga counterpart in almost every respect. Clever use of inertia and intelligent opponents ensure that *Exile* doesn't disappoint in the action stakes, while mind-teasing puzzles do just that.

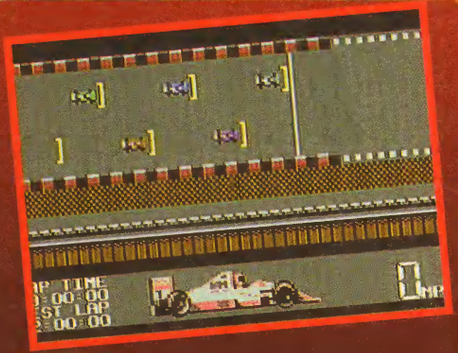
STREET FIGHTER 2

Okay, so which tasteless hype victims voted for this? The SNES cart (in particular, the *Turbo* edition) is one of the few console games worth every penny — possibly the best coin-op conversion ever. The C64 version, however, is bug-ridden, far too easy and suffers from the worst multiload this side of *Turbo Outrun* — but we suppose that, at least, was inevitable. To be honest, it looks as if the game was rushed to facilitate its hype-riding arrival in time for frantic Christmas buying... but that's just an opinion of ours, and we don't mean to upset anyone. No really, we don't...

MIDNIGHT RESISTANCE

Considering the original arcade machine's massive memory and custom chips, it's remarkable that Special FX's C64 conversion is a great deal more playable — and we're not kidding. The coin-op was perhaps a little too tricky for its own good, and, if the truth be known, a little bland compared to a great deal of its contemporaries. *Midnight Resistance* is easily one of the best shoot-'em-ups the C64 has ever known, missing only the two-player option of the Amiga and original version.





SLICKS

CodeMasters were praised from the rooftops after releasing the superlative *Micro Machines* on the NES and, more recently, the Mega Drive and Amiga. *Slicks*, despite its more conventional Formula One-type approach, is as near as you'll get to that on the C64. It even incorporates *Micro Machines* ' simplistic but utterly addictive head-to-head mode, where two human competitors attempt to race each other off screen. *Slicks* is one of the few CodeMasters games we've seen that could've justifiably been full-priced; full credit to them for releasing it on budget...

55 MAGICLAND DIZZY	CODEMASTERS
54 TURBO OUTRUN	KIXX
53 CRYSTAL KINGDOM DIZZY	CODEMASTERS
52 EMLYN HUGHES	TOUCHDOWN
51 HUDSON HAWK	THE HIT SQUAD
50 IMPOSSIBLE MISSION	US GOLD
49 MERCENARY	NOVAGEN
48 MIDNIGHT RESISTANCE	THE HIT SQUAD
47 TERMINATOR 2	THE HIT SQUAD
46 WIZBALL	OCEAN
45 WWF	THE HIT SQUAD
44 LAST NINJA 3	SYSTEM 3
43 RODLAND	KIXX
42 SLICKS	CODEMASTERS
41 SMASH TV	THE HIT SQUAD
40 STREET FIGHTER 2	US GOLD
39 SWIV	KIXX
38 TEST DRIVE 2	THE HIT SQUAD
37 TURBO CHARGE	KIXX
36 TUSKER	KIXX
35 ARMALYTE	KIXX
34 BARBARIAN	KIXX

BARBARIAN

Mortal Kombat? Pah. *Barbarian* was providing gore while *MK* was barely a gleam in an accountant's eye. In fact, its entertaining decapitation scene (and, ooh, some other violence as well) led to a ban on sales in Germany, despite the utterly cartoony and unrealistic manner of it all. Strangely (although equally confusingly) was the partial uproar over *Barbarian*'s advertisement campaign, featuring a scantily-clad (but suitably covered) Maria Whittaker, and what we reckon to be Wolf from Gladiators as the 'hunky' (bleaurgh!) male. Some people, eh?

TURBO OUTRUN

The first Outrun game was a disappointing conversion, the third an impressive finale for the series, but the second? Let's just say that, here at COMMODORE FORCE, we're not keen on it. It's graphically excellent, sounds good and even plays well, but possibly the most crippling multiload ever — even on disk — ensures extended play is a frustrating, stop-start affair.

GHOULS 'N' GHOSTS

Truly excellent games manage to excel in every respect, with one aspect nearing ground-breaking. *Ghosts 'n' Ghouls'* soundtrack is utterly astonishing, adding so much to the game's playability it's untrue. It's this atmospheric accompaniment that adds extra dimension to *Ghouls'* superb playability. Anyone with half a mind has to concede that it borrows from its predecessor heavily, but that's a fault of the coin-op, not the conversion. But where are Software Projects — its programmers — now? The last thing we knew they were working on *Gauntlet 3*, another mysterious disappearance...

THE ADDAMS FAMILY

It's excellent on the SNES, Amiga and, more recently, the Mega Drive, but we've never rated C64 *Addams Family* highly. Perhaps it's the difficulty level, awkwardly positioned restart points, dodgy collision detection... pick a fault at random, and we'll have probably moaned about it. Despite our feelings for it, it seems you lot reckon it's a reet smart platformer — but we don't agree. Not at all, in fact. Complain as much as you want, we don't like it, we don't like it, we don't like it, and if you do, you've obviously not played *Mayhem*. So there.

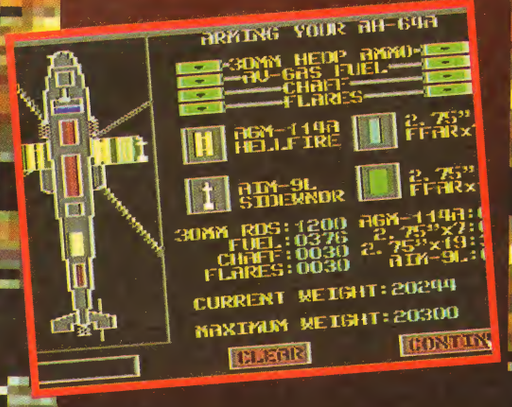
ELITE

To be honest, we're surprised to see *Elite* so popular. Even though it's undoubtedly one of the most absorbing games ever, it's getting on a bit — would you believe it was reviewed in the first issue of ZZAP! 64? With that in mind, we expected most people to have forgotten it — but credit to its lastability, to be rated this highly after the best part of a decade is an admirable achievement.

33 NAVY SEALS	OCEAN
32 DOUBLE DRAGON 2	VIRGIN
31 SILENT SERVICE	KIXX
30 DAN DARE	REEL ACTION
29 GHOSTS 'N' GHOULS	KIXX
28 LAST NINJA 2	THE HIT SQUAD
27 MYTH	KIXX
26 OUTRUN EUROPA	KIXX
25 THE ADDAMS FAMILY	THE HIT SQUAD
24 CALIFORNIA GAMES	EPYX
23 CONTINENTAL CIRCUS	MASTERTRONIC
22 ELITE	FIREBIRD
21 HEAD OVER HEELS	THE HIT SQUAD
20 SLEEPWALKER	OCEAN
19 FIRST SAMURAI	UBISOFT
18 RICK DANGEROUS 2	KIXX
17 ROBOCOD	KIXX
16 STUNT CAR RACER	KIXX
15 GUNSHIP	KIXX XL
14 RICK DANGEROUS	KIXX
13 LOTUS TURBO CHALLENGE	GBH
12 LAST NINJA	ALTERNATIVE
11 TURRICAN	KIXX

GUNSHIP

Miles reckons this Microprose epic is the best simulation ever — for once, he's not wrong in the slightest. Both easy to use yet complicated enough to provide a lasting challenge, *Gunship* just can't be faulted. Oh, in all but one respect: on cassette, it's a dog. Multiloads are often the thorn in the side of many a sound concept, and *Gunship*'s many missions and presentation screens just don't lend themselves to lengthy tape access. Disk owners are advised to miss this at their peril, but everyone else... let's just say there are better things to spend your money on.



LOTUS TURBO CHALLENGE

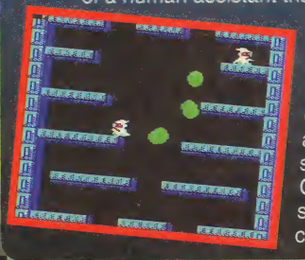
Greeted by astounded gasps and much amazement when released on the Amiga, this split screen racer is regarded by many as being the best of its genre. Enjoyable with one player, *Lotus* particularly excels when played against a human competitor — it's easily one of the best two-player games ever. Graphically sound, one of its best aspects is its speed, and even its multiload doesn't take the shine off the action.

RAINBOW ISLANDS

Arguably the best coin-op conversion the C64 has ever know, *Rainbow Islands* oozes quality from every metaphorical pore. It's colourful, playable, large... to compare it favourably to most 16-bit games you care to mention would be doing the game the justice it deserves. Undoubtedly the best vertically-scrolling platform game ever, it also shows up Zeppelin's 'similar' *Edd the Duck* game as the pale imitation it is...

BUBBLE BOBBLE

Bub and Bob seem to be popular with C64 owners; with *Rainbow Islands* and *Bubble Bobble* at numbers six and five respectively, you can but wonder how well the cancelled conversion of *Parasol Stars* — the third in the series — would have fared in this chart. Nevertheless, the now aging *Bubble Bobble* has one thing *Rainbow Islands* lacks — the two-player option of the arcade original. Playable as a solo outing, it's with the addition of a human assistant that *Bobble* becomes less of a superb conversion, more of an essential addition to any self-respecting C64 owner's software collection.



TURRICAN 2

The original *Turrican* astounded C64 owners with its amazing graphics, sheer size and polish. *Turrican 2* does everything its predecessor did, only more so. As far as platform shoot-'em-ups go, it's by far the best — only a lengthy cassette multiload serves to slightly dampen proceedings.

CREATURES 2

Only rivaled in the graphical stakes by it's half-brother, *Mayhem in Monsterland*, *Creatures 2* is utterly breathtaking. To use everyday superlatives to describe the cosmetic excellence of it just wouldn't do it justice — suffice to say it's technically one of the most accomplished titles ever. Sadly, its gameplay isn't quite up to the same high standard — it's a bit on the tricky side (read: utterly, utterly frustrating), and its cassette multiload... arrgggh! However, with the help of a cheat mode, those elusive later screens can be reached, and the game begins to live up to its potential.

BARBARIAN 2

Barbarian 2 is a beat-'em-up with a difference — exploration. Traditionally, fighting games are linear affairs, offering a single screen or set route to travel and be violent on. However, *Barbarian 2* is more of an arcade adventure, with things to collect, different areas to negotiate and, of course, things to kill. It's this departure from the norm that makes *B2* so playable and, with four large levels to negotiate and its impressive array of opponents, there's a great deal to keep you occupied.

MICROPROSE SOCCER

Considered by many as the best footy game ever — as well as being predecessor to the amazing *Sensible Soccer* — *Microprose Soccer* is the game that introduced the banana shot, not to mention weather conditions and action replays. However, it's not just a shallow collection of novelties — it plays a mean game of football, too. Interest and lastability are provided by various tournaments, while its two-player mode is almost infinite in its appeal.

IK+

IK+ is the undisputed king of C64 beat-'em-ups. Whereas its predecessor and its nearest rival — *Way of the Exploding Fist* — involve one-on-one combat against either a computer- or player-controlled opponent, *IK+* offers a novel twist — an additional competitor. Even while playing against a friend, this extra fighter presents complications, but a large selection of superbly animated moves can easily be put to good use. An excellent Rob Hubbard soundtrack complements the action, while the perfectly-timed sound effects almost bring tears to your eyes.

FLIMBO'S QUEST

Colourful to extremes and replete with graphical excellence, *Flimbo's Quest* plays like a poor man's *Mayhem*. Despite this, it's still a more-than-worthwhile purchase, but be warned — in our opinion, it does become a little tedious after a while.

10 FLIMBO'S QUEST	KIXX
9 MICROPROSE SOCCER	KIXX
8 IK+	THE HIT SQUAD
7 BARBARIAN 2	REEL ACTION
6 RAINBOW ISLANDS	THE HIT SQUAD
5 BUBBLE BOBBLE	THE HIT SQUAD
4 TURRICAN 2	KIXX
3 CREATURES 2	THALAMUS
2 THE BLUES BROTHERS	REEL ACTION
1 CREATURES	KIXX

THE BLUES BROTHERS

And so to the runner-up! We were a bit chuffed ourselves having secured this for the covertape and by all accounts we were right. Perhaps it's not the most original game in history but what it does, it does brilliantly. Borrowing the best ideas from generations of platformers then wrapping them all up under such a strong license, the result — a near perfect arcade romp. Atmospherically detailed backgrounds, large levels, recognisable sprites packing heaps of character — *The Blues Brothers* has the lot. And we haven't even mentioned faithful renditions of a choice few famous toons yet...

CREATURES

The definitive reader's number one game of all time (by a pretty clear margin it must be said) is... *CREATURES*! Clyde Radcliffe — a small furry animal with attitude — is the hero faced with miles of superbly drawn and colourful, baddy-packed ground to cover. Clyde himself has since become a true stalwart among C64 game stars, speaking eloquently at functions about the state of the software industry, hang-overs and anything else you care to mention. And, like a true gentleman, he remains down to Earth, refusing to let the adulation of superstardom go to his head. When we asked him for an interview to mark this occasion he very graciously gave us the following thought — 'Yeah, what's in it for me?' What a chap, what a bloke. After tugging our forelocks to the point of partial baldness we returned to the game that made it all possible. Imagine a world before torture screens, bad tempered demons and flame breath. You can't? Us neither!

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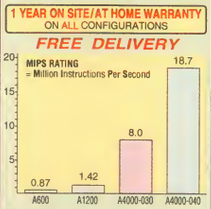

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MANGRAM MAILBAG

Another bumper helping of pages this month, with some of the best mail I've received in a while included — keep it up. The Snips have grown this issue — due to popular demand — but don't forget to write the longer letters as well! I'm looking forward to hearing your opinions on our Readers' Top 100 chart — do you agree with the rankings? Or do you beg to differ? On with the mail...

C64's A ZOMBIE SHOCKER

Dear Lloyd,

My main dude! Ever since I began reading your magazine my good old C64 has had a new lease of life. If the C64's dead, then at least it's one of the living dead. Some questions:

1) What are the full-price and budget release dates for *Alien 3*, *Lemmings* and *Arsenal FC*?

Alien 3 ***should be in the shops now,*** **Lemmings** ***will be out early December, while*** **Arsenal FC** ***... possibly never? Yep, I think that sounds about right...***

2) Which is the best *Robocop* cart, *2* or *3*?

Apparently, **Robocop 2** ***is the better — or so Miles tells me.***

3) Is *Predator* on tape any good?

James insists it's a terrible game, but ZZAP! gave it a 90%. To be honest, I'm inclined to agree with him — it does suck, and then some.

4) What's the best crowd view football game?

Probably **Emlyn Hughes International Soccer** ***— it's a flawed but playable offering. Personally, I reckon the 'crowd view' perspective has had its day — look at Grandslam's*** **Liverpool** ***and see why.***

5) In *Rick Dangerous 2*, when I make Rick jump the background changes colour. Should I send the tape back and ask for a new one?

Of course — if you're sure it's the game that's at fault (and not your C64 or cassette player).

6) Which is the best — *Turrican 1* or *2*?

According to our Readers' Top 100, **Turrican 2** ***is. I'd recommend them both.***

Thanks heaps. Life would be unbearable without your mag, especially since I went back to school.

Derek Wilson, Co Fermanagh

We couldn't find a Zombie, so here's a picture of Miles...

● ***C64 a zombie? I knew the office smelt a bit strange...***
LM

Hey! Who turned out the lights!
Andy Peters, Sheffield

● ***There they go again!***
LM

I reckon James is far better looking than Miles.
James Price, Bridgnorth

● ***Eh?***
LM

How about a piccy of Wionna Rider? Or, failing that, Helena Bonham Carter?
Johnathan Lock, Glasgow

● ***Yeah, great idea. Can we have***

CHEATS NEVER PROSPER

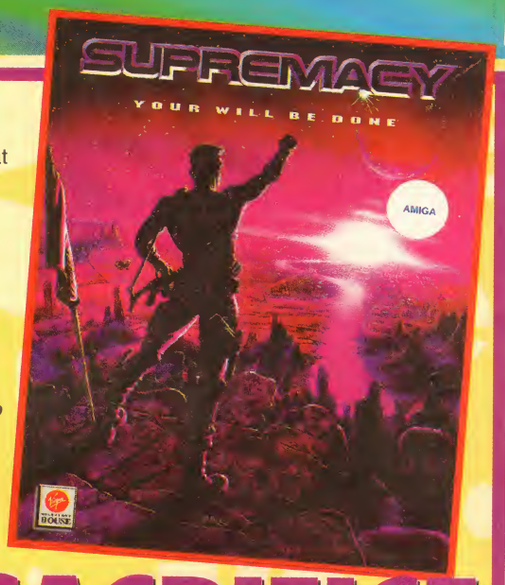
Dear Lloyd,

I'm wondering if you could help my son. We have a C64 and are finding it impossible to put in the cheats. How is this done? Which buttons do I push?
Mrs Atkinson, Bishop Thornton, Harrogate

● ***I'll hand you over to Miles — he's the Tipster...***
LM

Er, thanks Lloyd, um, well! It depends on which cheats you mean. If it's pokes you're on about then chances are you'll need an Action Replay or reset cartridge. These come complete with instructions — check out Datel's advertisement for where to get 'em. For data listings, type in the

SUPREME SACRIFICE



Dear Lloyd,

I'd like to get my hands on the cassette version of *Supremacy*, but I've noticed that Software City have dropped it from their adverts. Can you tell me if I can still get it from them or, if not, where I can get it.

Also, will *Elite 2* ever come out on the C64? Please help because I've been wanting to know the answers for some time.

Sam 'Bob' Robinson, Ross

● ***You could try giving them a ring, but if that brings no joy, try patrolling local markets and car boot sales — you never know your luck...***

As for* Elite 2*, don't hold your breath... in fact, don't even entertain the thought. No C64 version is planned, and it's highly unlikely there ever will be. Sorry!

LM

program exactly as printed then type RUN and press RETURN, then rewind the appropriate game tape and press play. You can also save listings to tape (have a look in your C64 manual for instructions on how to do this) so

you don't have to laboriously type it in every time you play. For any other cheats, appropriate instructions should be included in the tips text, e.g. 'On the hi-score table type...'. Hope that clears things up a bit, er, bye!

Miles

one of Vennesa Paradis as well,

James?

LM

Miles doesn't exist. I know — I've consulted the stars...

Damien Ball, Surrey

● *Look at his photos on page 66 and wish that was true...*

LM

The camera never lies, but James isn't a camera.

Miles Guttery, Eardington

● *What?*

LM

You're fired, Guttery — as well as ugly...

James Price, Bridgnorth

● *Huh?*

LM

PD OFF

Dear Lloyd,

What's happened to the PD section? I'm not bothered about the demos (except those like *Terminus*) but how about reviewing some of the many utilities they have. I'm sure many would be interested.

I'm not sure if you realised, but you didn't have a 'letter of the month' in Issue 11. Did James loose it?

Who are Sid and Vic? There's not enough room in a '64 for one person never mind two!

Could you possibly give a list of what's on past Reel Actions (I missed Issues One to Five). How do we know what is worth back ordering otherwise?

I would like to suggest that James gets his eyes tested. There have been loads of typing, and other, errors since he became editor.

The Hermit, Radcliffe, Manchester

PS Keep up the good work. Your section is by far the most entertaining.

● ***Yes, we will be featuring more PD at some point, but only if it's of the right standard. Issue 11 didn't have a letter of the month because, quite frankly, the large selection of letters we had at the time were crap. After consulting James, I decided to drop the award for that month. Of course, we could have made the point a little clearer...***

As for a list of Reel Action games — give Database Direct a ring. Their number's on our Forcefield Plaza pages. Now go away.

LM

PS I don't know if it's relevant, but James said for me to tell you to 'luck cough' — whatever that might mean. At least, I think that's what he said...

PREPARE FOR KOMBAT ... NOT

Dear Lloyd,

I've had my C64 for five-and-a-half years now and in all this time I've been looking for a few games — as yet I've not been able to find them. So being the nice kind chappie that you are, I have a few simple questions I'd like answered.

1) Where on this infernal earth can I get a copy of *Scrabble Deluxe*, *Deluxe Monopoly* and *Risk*?

Try one of the mail-order companies that advertise with us.

2) Are there any intentions to bring out *Mortal Kombat* on the C64?

Do fish sing about trees?

3) What makes your magazine to darndest C64 on the market?

I assume that's a compliment. It's just one of those things, I guess...

4) In Issue 11, more specifically, the Top Ton article, why did you put a piccy of *Monty on the Run* alongside the caption for *Barbarian* (number 83)?

You want the real reason? Well, our designer Claire did a run-out of the Top Ton without Tiff files, meaning we didn't spot the error until we received the finished issue back from the printers. Now you know. However, if we had to allocate blame, we'd say it was Miles' fault. It always is...

5) Is *European Rampage* worth £10.99?

Not when you consider it's being released on budget any time now...

Much appreciated Lloyd.

John Borley, Basingstoke, Hampshire

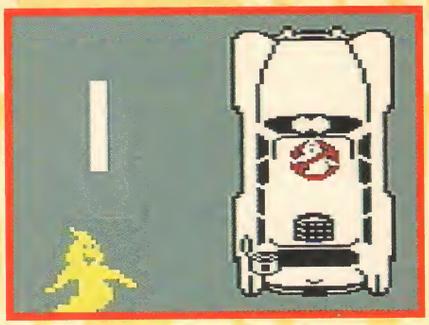
PS I think the cardboard bag quite suits you, but it could do with a bit of brightening up.

● ***I've never worn a cardboard bag! My paper bag does look a little on the drab side — perhaps I'll hang decorations off it for Christmas...***

Oh, and if you're wondering why you've been 'awarded' the Kipper... let's just say we're sick of Mortal Kombat enquiries, okay?

LM

No matter how hard we try, we can't please everyone with our tapes. Choosing them is a hit-and-miss affair — as the following letters demonstrate...



GHOSTBUSTED?

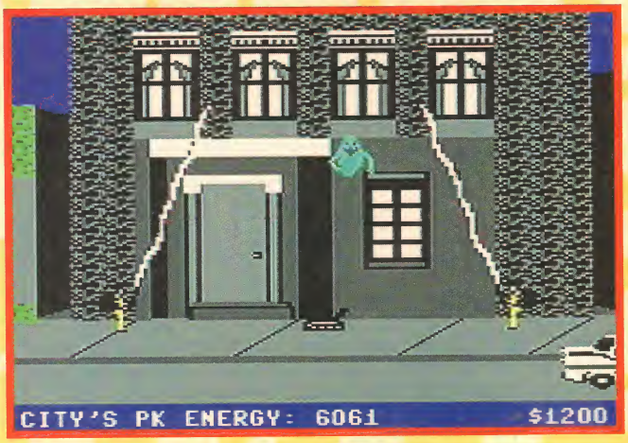
Dear Lloyd,

First we had *The Blues Brothers* and then we had a two-pronged classic attack with *Barbarian 2* and *Dan Dare*. Things went downhill with *Ghostbusters*, which was given 40% in ZZAP! Issue 90. Will we still be getting 96% and 95% rated games on Reel Action? If we do, the this can only make COMMODORE FORCE even better.

M Johnson, Whipton, Exeter

PS Keep up the good work

● ***Of course, we always try and get the best games possible. But* Ghostbusters*, despite its low rating (from James in the movie tie-in round-up) has been well received by other readers...***



Guttery, Guttery, I know nothing of this Guttery!

Giles Muttery, Eardington

● *Say what?*

LM

It's much better this time.

Mark Smith, Newton Abbot

YABBA DABBA DOO!

Dooky Lloydo!

How ya doin'? I just dropped you a line to congratulate everyone at CF on your brill covertapes. I've been getting COMMODORE FORCE since issue eight and there's nothing I like better after a hard day at the quarry than to flick through the greatest publication in the known universe over a large brontosaurus pie. But, excellent though your mag is, there's something that's even better. When you promised us classic C64 games on the tapes each month you weren't kidding — I love them all, except *Barbarian 2*, a bit close to home if you ask me. Unfortunately my tale has a sad twist, Betty (my wife) claims I don't pay her any attention these days. The other night she set up a romantic, candle-lit dinner to celebrate our anniversary but ended up eating

IF IT'S NOT HIGH RATED, WE'V

BOREDIZZY...

Dear Lloyd,

Since I live in New Zealand, tape games are very hard to come by in shops. When I came across ZZAP! 64 two years ago, I had to buy it, with its attractive, eye-catching cover, the best screenshots I've ever seen, and the free tape. Now that the covertape games are getting drastically better I hate turning off my computer to have dinner! But in Issue Seven, you put *Spindizzy* on the covertape. How the hell did that game get 98%? It's soooo boring! I Ball I really loved, though — I'm struggling over level 12 at the moment.

I have some questions.

1) Is it possible to have covertape games on *Easy Lives* programs?

If by that you mean pokes for the games, then yes, we have and we will.

2) In Issue Six you gave a poke for *Batty*. I typed this in after resetting the machine, but after entering the SYS number, the game crashes. Is it the reset switch that stuffs it up?

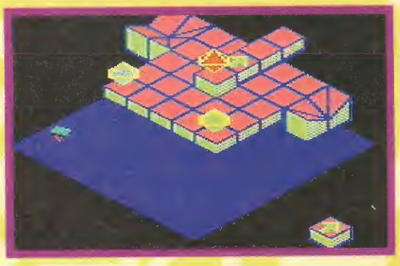
Are you sure it's the right type of poke you're using?

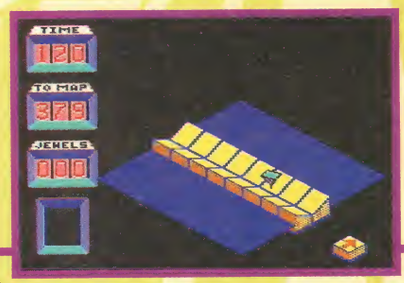
3) Why did you miss Activision's *Labyrinth* out in the movie round-up?

Who can say?

Love the new coloured covertapes.

Paul Osbourne, New Zealand





● *We'll sleep soundly with that in mind, I'm sure...*

LM

I used to think I was Steve Shields but apparently I'm not!

Nigel 'No relation' Havers, Bristol

● *I used to think I was Lloyd Mangram...*

LM

These things were sent to try us.

John Fields, Telford

● *Apparently so.*

LM

GAMES AKKER

Dear Lloyd,

Just a note to encourage the climbing quality of the covertapes. You have to admit back in the mists of time you gave us some real stinkers, but since about July things have got progressively better. Now for a couple of questions (I wouldn't want to break with tradition).

1) Who decides what games go on the tapes?

James does — and has since Issue Seven. Criticise them at your peril...

2) How come COMMODORE FORCE is so amazing?

Hey, who knows? Perhaps it's the dashing letters page guy! (dream on, Mangram — Ed).

Simon Deary, Leeds

PS Up the Akkers (don't ask)!

● ***Progressively better? More than*** that, *pal...*

LM

alone cos I was upstairs playing *The Blues Brothers* — I'd managed to get onto level four, after all! I handed her the joystick to which she responded by calling me something unrepeatable then walking out. That was two days ago and I've not seen her since. This is terrible — I'm rapidly running out of clean undies.

Anyway — keep it up, and how about a *Flintstones* game on the cover, eh?

Barny Rubble, Bedrock

● ***That the British postal service have managed to get your letter to my good self does rather suggest you're not from Bedrock — although I must admit writing it on a stone tablet was a stroke of genius. Come to think of it, its delivery by brontosaurus wasn't a bad gesture. Either you're rich and desperate to impress me, or... who let that raptor into the office?***

LM

The lack of coverage would suggest... aggrrhh, it's the end!

Mike Logan, Liverpool

● ***Do be quiet — and stop dribbling.***

LM

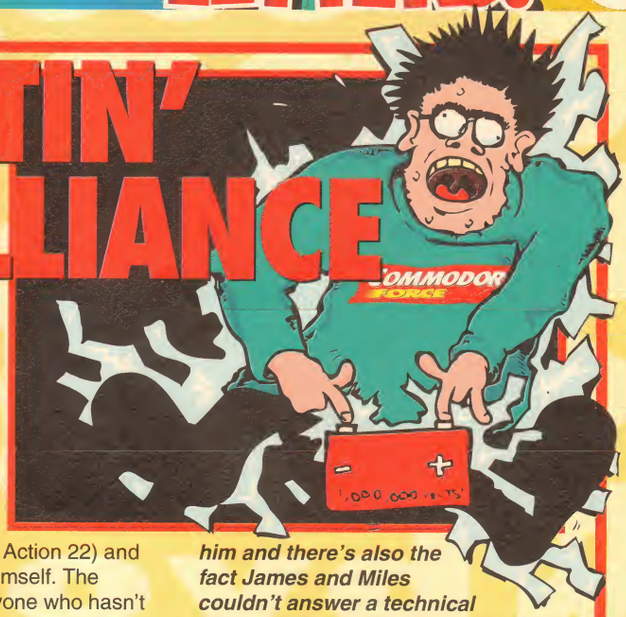
I reckon we need at least another 64 pages in COMMODORE FORCE. That way, I'd never run out of toilet paper.

Peter Porter, Whichurch

● ***What a large bottom you've got.***

LM

BUSTIN' BRILLIANCE



Dear Lloyd,

1) The other day my friend came over to stay so we went straight upstairs to play on the computer. When he saw I had a C64 he almost screamed 'eeeek, it's an 8-bit'. I eventually got him to play *Ghostbusters* (Reel Action 22) and he thoroughly enjoyed himself. The morale to this story? Anyone who hasn't got a C64, get one!

2) Is there anywhere that I can buy a game called *Lazy Jones*?

Lazy who?

3) I'm making a game called Einsten's Learning Fun — how can I make proper loading screens for it and will I be able to use Basic?

Write to Brian Strain.

4) Why does Brian Strain bother?

Because we pay him to, readers like him and there's also the fact James and Miles couldn't answer a technical enquiry if their lives depended on it.

5) A tip. If you have *Quatro Sports*, load *Pro Tennis Sim* and when it asks you for the password, type in D2 and hit return — you'll access two new games!

Coo, fancy that.

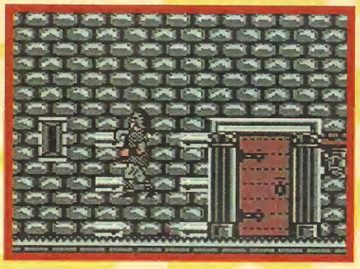
6) Keep up the good work everyone at COMMODORE FORCE.

Of course.

Magnus Loutit, Steventon, Oxon

E'VE NO DOUBT WE'LL HATE IT...

I H.A.T.E. ARTURA



Dear Lloyd,

I was reading an issue of ZZAP! 64 when something caught my eye. The ZZAP! crew had reviewed the *Star Pack* compilation from Prism. The two games in question were *Artura* and *H.A.T.E.* which have recently appeared on your covertapes.

I thought your policy was to give us, the readers, top quality games, demos etc. Why then did you let these two games grace the spools of your tapes? They had plain awful reviews. If you don't believe me, check out issues 45, 52 and 81 of ZZAP!. I'll quote the comments given to both games in Issue 81...

ARTURA

'The appalling *Artura* earned a measly 10% in issue 45. Yes, it really is that bad. It looks like an unfinished program that should never have seen the light of day. The armoured hero hobbles slowly through dull flickscreens, throwing axes at unvaried baddies.'

The reviewer finishes by writing 'It's all very confusing and totally unplayable.'

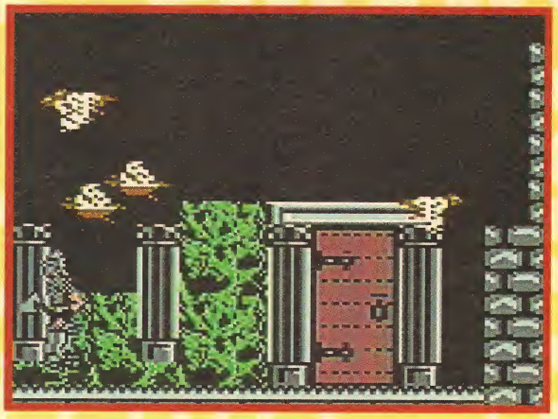
HATE

'...the aptly named *H.A.T.E.* (24%, Issue 52), a real disappointment from designers Vortex, creators of so many 3D games. The isometric 3D is glitchy, and the game is a dull *Zaxxon*-style shoot-'em-up.'

Why did you rave about these games in Issues Four and Five when past reviewers thought the games were crap? Surely minds don't change that much?

Anyway, the magazine is brilliant and the games on the covertape are excellent now you have increased the price of the magazine. Sorry about the length of this letter, but I had a lot to say. Keep up the good work.

Chris Hodges, South Wales



● ***As you'll well know, everyone likes different games. James always tries to include a fair selection of games, but you can't please everyone, can you? Perhaps if you knew how difficult it is to obtain the rights to half-decent games, you'd appreciate just how well we do. You see, all too often the rights have reverted back to the programmer (usually missing, presumed drunk and unshaven) or they've been licenced to an obscure company in another country. There's also the fact that some companies feel that free games with magazines kill the software industry — not surprisingly, in situations like these, they politely decline to enter discussions involving our Reel Action tapes and their software. Then there's the cost — how many games can our budget stretch to? Not many, where 95% and 96%ers are concerned. There are so many problems, it's a wonder we bother!***

LM

LETTER OF THE MONTH

BUT I LIKE THEM...

Dear Lloyd,

Now I think you've only yourself to blame! What am I talking about? Well, after publishing the Top 100 games in COMMODORE FORCE you had a footnote included that urged us to write in and 'voice our opinions'. So by now I'd assume you've received a deluge of mail about the 'Top Ton' article. I can envisage it now; letter after letter about games that were left out, favourite games that were missing or the positions of certain games.

So why have I written in? Well, it's my opinion there have been some fatal omissions. Yes, yes, I can see you now, raising your hand and saying 'it's all a matter of personal taste'. So if I may just beckon your hand away for a minute and tell you what I think.

For a start, if I were to arrange a list of *my* favourite games, they wouldn't necessarily everybody's most popular games. As well as this, they wouldn't essentially the best titles written for the C64 — just that I have a preference for them and the reasons are entirely personal. Titles I would include would be *Slap Fight*, *Hovver Bovver*, *Forbidden Forest*, *Hero*, *Spy Hunter*, *Trashman*, *Emlyn Hughes*, *Infiltrator*, *Championship Sprint*... the list could go on. I've enjoyed playing all the aforementioned games. I've deliberately chosen them because they didn't receive rave reviews, but nonetheless I'd rather play one these games than *The Sentinal*.

Before I go on it must be said that I do like the highly rated games as well (*Spindizzy*, *Mercenary*, *Rainbow Islands*) but I used obscure titles to prove my point.

If I had to make up a list of the best games for the C64 — ie, those that create a new genre, employ novel graphical or musical techniques, or show of the C64's capabilities — I'd choose different titles. They probably wouldn't be my favourites, but I'd attempt to choose them unbiasedly. For example, I'd choose the *Sentinal* — a game I can appreciate but don't particularly like; *Little Computer People* — again, I can admire the concept but and on disk it works well, but on cassette surely a save game option should be added? Still, I'm not fond. *Frankie Goes to Hollywood* — this is a good idea but I hate it; *Turrican 2* — I liked *Turrican 1* and can marvel at the size and graphics but I still don't like it overall. As for *Boulderdash* — I understand it's addictive to many, but again, I'm not fond.

I hope you can now see the differences I mean.

In essence, the games chosen by COMMODORE FORCE reflect a group of peoples favourite games — but I'd beg to differ if you were to say these were essential purchases for C64 users. I'm not slandering your chart — on the whole, it has many titles I'd choose myself — but where are *Impossible Mission 1* and *2*? There were other titles 'noticeable by their absence' — the Epyx series, for example. Again, it's all down to personal tastes, but I would have thought games like *The Eidolon*, *Operation Wolf* and *Off Road Racer* would have been included...

One final point — *Frankie Goes to Hollywood* at number one? A very unusual choice as greatest C64 game ever — and one I doubt will be repeated in the reader's chart, along with *Budokan*, *Aliens*, *Dark Side* and *Way of the Exploding Fist*. Sadly, I think the readers' chart will be over-run with *Dizzy*, *WWF* and *Street Fighter*/warrior/ninja/warrior — oops went over the top a bit there. I'm not saying any of these games are poor, it's just they'll probably make up a large part of the chart.

That's enough for now — another controversial and entertaining issue has been read in sunny Surrey, and I wait patiently for Issue 12. Oh, and by the way — happy first birthday, COMMODORE FORCE!

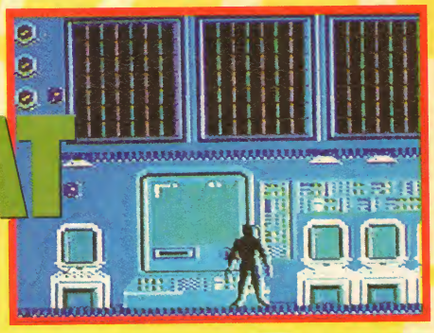
John Kavanagh, Morden, Surrey

● ***Of course, you're quite right. I hope this issue's Readers' Top 100 puts the record straight, but you must remember that, here at COMMODORE FORCE, we get to see a lot of games — and I mean a lot. That's why our chart's a little different to your average reader's — I'm not by any means putting us on a higher pedestal, but when you've seen as many different games as we have, you begin to appreciate the 'little things'. There's also the matter of sales figures — if a game sells a large amount of units, it's likely to get more votes than other, more superior games. Take*** **Laser Squad** ***for example — a classic, and undoubtedly the best of its genre, yet it received a measly 21 votes, too few to guarantee it a place in this issue's feature. How could something like*** **The Addams Family** ***be rated higher?***

I agree — it is a matter of personal taste, but there are other factors. I look forward to receiving other letters on this matter...

LM

...AND I LIKE THAT ONE!



Dear Commodore Force,

I was glad to see you put *Frankie Goes to Hollywood* at number one in your Top 100. I own a copy and I must admit it has got to be the best. I was surprised to see it — but why wasn't *Blood Money* included? Never mind. Now for some questions.

1) Could you put *Golden Axe* on Reel Action?

Could you send us a few thousand pounds to buy the licence with?

2) Why does every game have a sad ending sequence? Every game I've completed has had a crap ending!

There are decent ending sequences on some games, but I can't recall one right now...

3) What rating would you give *Chuckie Egg 2*?

It's ben so long since I've seen it, I couldn't really say. As far as I can remember, it didn't have the charm of its predecessor.

Ross Veale, Devon

● **Frankie Goes to Hollywood** ***is an excellent game. I didn't actually vote for it to be number one (yes, I did have a hand in the chart!) but it was close.***

LM

Oh my god — I think I'm going to be sick...
Someone, Ludlow

● *Ugh! All over the cover as well!*
LM

If that Guttery fellow thinks he's getting his hands on my letters pages, he's got another thing coming. He's becoming a minor dictator — the other day I caught him shouting at a wall with a huge false moustache attached to his top lip. When he saw me, the only excuse he could give was 'heh heh, like my Charlie Chaplin impression' before scuttling back under his desk. Anyway, keep the letters arriving — you can write to me at: Mangram's Mailbag, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. The more Guttery hate mail the better...

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THE MIGHTY BRIAN!

Uglier than your average tipster, with more feeble gags than any episode of The Benny Hill Show that you care to mention... it's Proffesor Brian Strain! If it's a technical problem you've got, he's the guy to consult — or so he always tells us. What *do* all those little codes mean...

OOPS!

Dear Brian,
The sprites programme in Issue Eight didn't work. I get a data error in line 40.
Dean Fitzpatrick, (age 8), Dublin

Dear Prof,
Every time I try programming things just seem to go wrong, even your sprites programme in Issue Eight won't work.
SR Kirk, Somewhere

● *Well, Dean aged eight and SR Kirk (are you related to James T?) there was a small problem with the program printed in Issue Eight. Line 40 should read as follows:*
40 POKE VIC,150:POKE VIC+1,150:POKE VIC+21,1
You should also bear in mind the following points when entering programs...
1) *Make sure line numbers are entered with ZEROs and not LETTER Os. This applies to actual commands as well; POKE won't work if it's P ZERO K E*
2) *Don't miss out any punctuation.*
3) *TYPE EVERYTHING IN! When you have a working version, save it to tape or disk, then change it!*
4) *Beware! Some programs contain strange symbols, the most common being a little 'hat' shape — this is actually the 'up-arrow' or 'exponenation' symbol found on the key to the right of the star on the keyboard.*
Brian

PRINTING. PLEASE WAIT...

Dear Brian,
Is the Star LC200 the best printer for my C64, and will it work with the *Advanced Art Studio* and *Mini Office 2*?
Michael Maundrill, Selby

Dear Brian,
I have a Micro P Daisy Junior printer from Dixons and want to attach it to my C64. The connection on the back is 36 pin (parallel). All I want it for is to write letters and print files concerning my hobbies. Any information would be appreciated.
Chris Odell, Oldham

● *Another pair of letters on the same topic? Or is it just double-vision from drinking too much from the Scorelord's old drinks dispenser (Vim's only 20p a cup you know.)? Anyway, eyes down and look in...*
The Star LC200 comes with a Datel Centronics Printer Lead which will work with Mini Office 2 and Advanced Art Studio. This lead is available separately for £12.99.
Now, you could use this lead as well Chris, and Mini Office 2 would be perfect for you as it contains a wordprocessor and database for letters and information storage. Unfortunately I cannot give you any more information concerning the Micro P Daisy Junior (other than it's a daisy wheel printer). Try contacting CPC Ltd on 0772 555034 as they stock a lot of manuals.
Brian

DISK-USTING!

Dear Prof,
I own a 1541-II disk drive and data-recorder. How do I transfer data from the cassette to the disk so that the disk contains everything on the tape? What I am asking is similar to you transferring the Reel Action cassettes onto disk.
I would be very grateful if you can help.
Andrew Johnson, Bolton

● *Andrew's (may I call you Andy?) is one of a handful of letters asking the same thing — I think I'll kill several flying creatures with one smallish rock by only answering it once.*
Our duplicators, Ablex, offer a tape-to-disk service. Send in the coupon from COMMODORE FORCE, and you'll get that month's Reel Action on disk. This is a valuable service, and one that disk drive owners should use. If you've got a disk drive, why not consider a disk subscription?
However, I WILL NOT TELL YOU HOW TO TRANSFER COMMERCIAL PROGRAMS FROM TAPE TO DISK! If you do this, you will be breaking copyright law as you are reproducing the material in another form. I apologise if yours is a genuine enquiry concerning a favourite game, but if you want the disk version, then buy it (always assuming there's one available).
Brian

GUIDING LIGHT

All you would-be coders out there have no doubt been reading with interest the GAMES GURU column over the last few weeks. This month the Prof checks out a new book offering a more in-depth look at the art of programming.

For the last year my work has been sandwiched in a games review magazine — finally, I've decided to try my hand at reviewing. I've been sent the new GUIDE TO 6510 ASSEMBLER — so let's start at the beginning .

M.REZA claim that '..good programmers on the C64 seem to move onto more powerful computers. Pure aim is to replace them.' So, if you ever fancied writing a best-selling game, this book could be the first step.

In reality, your Commodore only understands machine code. The BASIC interpreter turns your BASIC programs into machine code. This means BASIC is slower. But why not write in machine code all the while? One reason is that machine code is not checked as it goes along; if you mistype a command, the computer will execute it and 'hang' or 'crash', meaning you'll have to start again.

But what does this book teach you? First up is an introduction to hexadecimal, decimal and binary numbers — essential for dealing with machine code. There is one other thing to learn — what machine code looks like.

```
A9 00 8D 20 D0 8D 21 D0 60
```

● **A piece of machine code, yesterday**

It's very confusing isn't it? Therefore a system of mnemonics is used which helps us understand the commands. The above numbers actually mean:

```
LDA #10
STA $D020
STA $D021
RTS
```

And for those who program in BASIC, here's a program that will achieve the same

```
10 A=0
20 POKE 53280,A
30 POKE 53281,A
40 END
```

To help you learn, an assembler/monitor is provided with the book; a very good idea that other book manufacturers should take note of. So once you've learned about the commands of data transfer, incrementing and decrementing values and how to run machine language from BASIC, check out the excellent sections on mathematics in machine code and the commands for 'branching' to another section of code and the 'flags' that help you.

The text is complemented by examples, diagrams, and tables, as well as a good set of appendices listing useful information. The style is clear and concise, unlike previous efforts I have seen which overload the reader with facts and figures. The comparisions with BASIC are also useful for the beginner. Congratulations to M REZA for producing a highly readable book and a valuable reference.

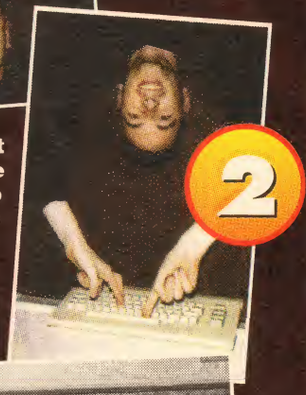
If you want to find this book, don't look on the shelves of your local bookshop. Contact M REZA direct at 108 Warwick Rd, Birmingham B11 4QU. Enclose a SAE to receive more details, and mention that you saw it in COMMODORE FORCE! If you want a top quality assembler, try the 6510+ ASSEMBLER from HEX HEROES PD, 22 Woodend Lane, Stalybridge, Cheshire SK15 2SR. Send a blank 5.25" disk for a full catalogue.

One last thing; if there are any other companies out there who want their serious '64 products to be reviewed, send them to myself at the CF address. If you readers out there want help, or a review of any particular product, write in and we'll organise it — probably!

HEALTH AND SAFETY AT PLAY

Three ways NOT to treat your Commodore 64

■ **Don't let Steve Shields nail it to the ceiling. 'But I like it that way,' he'll insist. 'You can see right up the serial port, fwoar!' Yeah, right.**



■ **Also, do not allow the same Steve Shields to perform his famous handstand trick atop your C64 as squashing can result.**

■ **Never allow born again SNES-men near it. Here Miles valiantly protects our poor office 64 from the vicious turncoat Hayward — back you rotter!**

Another month, even more techie problems solved! Prove to my editor that this is your favourite part of the magazine and send me loads of letters at:

Professor Brian Strain,
Commodore Force,
Impact Magazines,
Ludlow,
Shropshire SY8 1JW.

CHARACTER REFERENCE

THE GAMES GURU

Welcome one and all to the circle of enlightenment. Professor Brian Strain, fresh and rested from tackling all your previous technical problems, is once again here to tell YOU how to write games. I'll be starting this month with an in-depth look at characters, and also a little about how the memory of your Commodore 64 is organised — which is slightly better than the FORCE office!...

FIGU

1
2 6 3 1
8 4 2 6 8

When you switch on your Commodore 64 (or even your C128 in C64 mode), you'll see characters on screen — the built-in ROM character set. As discussed last month, this is split into 512 characters, 256 in uppercase/graphics mode and 256 in lower-case mode. But where is it? Even if you stare long and hard at the C64 Users' manual you won't find the answers. The ROM character set is stored in locations 53248 upwards.

But isn't that the same place we were POKEing to alter sprites? Yes, it is but the 64 knows that when you POKE or PEEK to those locations, you are altering the VIC chip (and also the SID chip, which handles sound). The ROM (Read Only Memory) character set is not affected.

To change the characters, you have to tell the computer to take its data for the character set from elsewhere. This is complicated by the fact that the C64's VIC chip can only look at 16K (that's a quarter of the total memory). We need to tell it which of the four 'banks' of memory its information is stored in.

When you switch on, the computer is "looking" at bank 0 — the first 16k of memory. The screen is at locations 1024-2023, and the character data (2048 bytes of memory) is taken from locations 4096 and 6144 for upper and lower case respectively. This is an 'image' of the ROM character set that means you can always re-select it if things go wrong.

Take it from the top

We still can't alter the characters to make them look like we want to. The answer is to 'point' the computer to another section of memory by altering the 'video data pointer' which is in location 53272. This area can also alter the location in memory of the screen, but for now we'll leave the screen at 1024-2023, and tell the computer we want to place our new character data at locations 14336 to 16383. That gives us room for 256 characters.

Now, in many cases, we don't want to change every character, and having the existing characters would be helpful. So, the first job is to copy the ROM character set into RAM (Random Access memory) where we can PEEK and POKE new data whenever we want.

```
10  POKE 56334,PEEK(56334)AND254: REM
    INTERRUPTS OFF
20  POKE1,PEEK(1)AND251: REM
    CHARACTER ROM ON
30  FORI+0T02047:POKE14336+I,PEEK(53248
    +I):NEXTI
40  POKE1,PEEK(1)OR4: REM ROM OFF
50  POKE56334,PEEK(56334)ORI: REM
    INTERRUPT ON
```

This short program copies the upper case set from ROM into RAM at location 14336. If you're using an Action Replay cartridge, you may notice a slight problem as it will interfere with the interrupts. Switch off, remove the cartridge and try again.

If you're very clever, you can alter the 53248 to 55296, and you will now copy the lower case set. Be careful when you type this program in as ANY mistake could cause serious problems (just turn off, leave it off a few seconds and turn back on).

Taking a peek...

So, you've listened to three pages of waffle over the last two months about characters? You've tried the programs and want to see a little more? The following program allows you to look at the ROM character set we've just copied by typing in a number between 0 and 255. It will then enlarge the character by a factor of 8, and show you the numbers you need to use in the final program to re-display it. I hope you all understood that...

URE ONE

● Every character's made up of pixels, but what are pixels and where do they go when the TV's turned off? Sinister!

```
10    PRINTCHR$(147)
20    INPUT"SCREEN CODE (A=1)";C
30    AD=C*8:AD+14336
40    FORI=0T07:M(I)=PEEK(AD+I):NEXT
50    FORJ=0T07:FORK=7T00STEP-1
60    IF(M(J)AND 2†K) THEN PRINT"*";:GOTO80
70    PRINT".";
80    NEXTK:PRINT:NEXTJ
90    PRINT:PRINT"DATA ";C
100   PRINT"DATA
      ";:FORL=0T06:PRINTM(I)",";:NEXTL:PRINT
      M(7)
110   PRINT:PRINT"PRESS A KEY"
120   POKE198,0:WAIT198,1:POKE198,0
```

You MUST use the previous program before using this one. If you find a pattern you like, write down the nine items of DATA.

You're on your own...

So, you've copied the ROM character set and you want to add your own characters? Here's a little program that can help. Its DATA lines hold a few characters to demonstrate the technique. However, notice the special way the DATA is laid out. On the first line comes the screen code — 1 is A,26 is Z, numbers are 48 (for 0) to 57 (for 9). Check your user guide for the complete list.

The second line is the 8 bytes that make up the 8 rows of the character. You can take this DATA from the program under 'TAKING THE PEEK...' or last month's program from Tony Rowe (which gives you the 8 bytes of data on-screen as you change the bits).

If you're really desperate, you could use graph paper and draw yourself an 8 by 8 square, shade in the dots and use binary arithmetic to work out the 8 bytes. Label the 8 boxes (from left to right) 128, 64,32,16,8,4,2,1. If a box is shaded, add the corresponding number. Work in rows across the grid so you are left with eight numbers eg the first and eigth boxes on a row are shaded. That's 128 + 1 = 29 for that row.

However you get the DATA, use it with this program to put the characters into memory at 14336.

```
10    RESTORE
20    READ SC
30    IF SC=-1 THEN END
40    FOR T=0 TO 7
50    READ D
60    POKE 14336+(SC*8)+T,D
70    NEXT T
80    GOTO 20
1000  DATA 1
1010  DATA 0,16,40,68,124,68,68,0
1020  DATA 2
1030  DATA 0,120,72,124,68,68,124,0
1040  DATA 3
1050  DATA 0,124,68,64,64,68,124,0
1060  DATA 4
1070  DATA 0,120,68,68,68,68,120,0
```

If you RUN this program, it will alter the letters A,B,C and D (screen codes 1,2,3, and 4). If you use the POKEs seen below, the character set will change so you see your new letters. There will be very little difference because you copied the ROM characters first. Try listing the program and you should see that the letters A to D are slightly different. So you can now enter 256 lots of DATA and get your own character set...

Poke it is!

Now, you should remember my description of the 'video data pointer' in location 53272. This tells the computer to look at the right sections of memory to find the screen and character data. We can change this to look at one of eight 'blocks' of memory. Each block of memory is 2K long — the size of your character set! So, we can work out what to POKE into location 53272 like this:

```
N=address/2048
N=N*2
POKE 53272,(PEEK(532732)AND240)ORN
```

This statement looks so complicated because it's 'masking' the value in 53272. This means that computer will still look at 1024 to PEEK/POKE to the screen, but it will know where our new character set is. So, using location 14336, after running the previous three programs, we can see the new character set by typing:

```
N=14336/2048   (N will now be set to 7)
N=N*2          (N will now be set to 14)
POKE53272,(PEEK(53272)AND 240)ORN
```

Voila! Our character set is on-screen and we're a step closer to writing our own games!

Keep PEEKing and POKEing now, y'hear? Bye for now.

There'll be more on using characters next month, and also our first tentative steps into using bit-mapped graphics. Write to me at:

Professor Brian Strain
COMMODORE FORCE,
Impact Magazines,
Ludlow,
Shropshire
SY8 1JW.

I look forward to your letters of confusion, bemusement and admiration!

Next month, **COMMODORE FORCE** goes with supplying merely excellent cov secured the rights to a game that in to write: '

is an incredibl and addictive game, and I've played anything in years.' Another reviewer the joystick long enough to enthuse: fully deserves a place in any self-re collection.' The overall mark? A 'res before we forget — next month, second greatest C64 game of all Christmas, after all...

COMMODORE FORCE, Issue 14 — on s

oes game crazy. Not content covertape software, we've t inspired a ZZAP! reviewer libly challenging, compelling ed it more than I've played wer tore himself away from se: '...a brilliant game, and f-respecting games player's 'respectable' 96%. Oh, and h, we're giving away the all time. Well it will be

n sale 16 December, 1993.

CUT HERE

Right Mr. Newsagent, here's the deal. You put aside a copy of the ever-wonderful COMMODORE FORCE each month and I won't tell all my friends to write nasty things about you on popular shrubs, okay?

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COMMODORE FORCE SPECIAL RESERVE

BACK TO THE FEATURE

PART SIX 1990

So the eighties came to a close and the C64 entered its second decade as one of the world's foremost leisure machines. Other events included the World Cup (birth of Gazzamania), and Will Evans (reviewer on our sister mag — SNES FORCE) discovering the delights of black hair-dye (birth of Kid Grunge). There were even a few games as well! MILES GUTTERY looks back...

The year 1990 kicked off in good form with a classy conversion from **US Gold**. *Ghouls 'n' Ghosts* — sequel to the ever-popular *Ghosts 'n' Goblins* — took the basic humour and runny/shooty gameplay of its predecessor, adding better graphics, a cool soundtrack and larger play area to explore. The way Arthur (the hero) lost his armour on first contact with a baddie, having to continue in his undies was always good for a laff — the gameplay arcade action at its simplistic, addictive best and as close to the original as you could wish for.

● **US Gold set the pace for the year with a stylish sequel.**

● **Poor old Op' T — An excellent but unreleased conversion.**

Ocean's conversion of the all-blasting *Operation Thunderbolt* was equally well-received, earning a whacking 92% but never actually got released due to legal problems (or something). As it transpired a version of the game did eventually see the light of day, but it was far inferior and not worth bothering with. A big shame.

Not to be outdone, **Thalamus** pitched in with *Retrograde* — an outstanding scrolling shoot-'em-up featuring vertical and horizontal action as well as tunnel sections. Atmospheric, chunky graphics and mega-weapons complemented frenetic play to deliver a highly polished blaster for all occasions.

Of course you have to take the good with the bad and **US Gold**'s disappointing conversion of *Strider* was BAD! Unnecessarily tight time limits and the omission of the huge guardians that added so much to the arcade machine (and other home computer variants for that matter) left gameplayers with a fairly large and graphically-pleasing but

GHOULS 'N' GHOSTS

PUBLISHER	US GOLD
ORIGINAL MARK RECEIVED	96%
CF RATING	92%
AVAILABILITY	2/10

OPERATION THUNDERBOLT

PUBLISHER	OCEAN
ORIGINAL MARK RECEIVED	92%
CF RATING	N/A
AVAILABILITY	0/10

RETROGRADE

PUBLISHER	THALAMUS
ORIGINAL MARK RECEIVED	94%
CF RATING	88%
AVAILABILITY	1/10

STRIDER

PUBLISHER	US GOLD
ORIGINAL MARK RECEIVED	42%
CF RATING	42%
AVAILABILITY	1/10

BEVERLY HILLS COP

PUBLISHER	TYNESOFT
ORIGINAL MARK RECEIVED	68%
CF RATING	62%
AVAILABILITY	1/10

CHASE HQ

PUBLISHER	OCEAN
ORIGINAL MARK RECEIVED	53%
CF RATING	38%
AVAILABILITY	3/10

mundane slash-'em-up. Speaking of disappointments, **US Gold** dropped another clanger with Michael Jackson's *Moonwalker*. After obtaining the license to the spectacular (or so I'm told) film they turned what could have been an interesting theme into a boring plan-view maze effort. Later levels did vary a bit but playing through the lengthy and tedious first stage meant only the most persistent (or bored) players ever got to see them. Oh well…

February saw a belated *Beverly Hills Cop* tie-in but, five years on from the film, you could hardly say it was worth the wait. Plenty of variety was provided by beat-'em-up, maze and 3D driving sequences but none had been given the necessary buffing to really bring out any sheen.

● It looks a bit Spectrummy but it's not half as good.

From one let-down to another, **Taito**'s *Chase HQ* — one of my personal arcade faves — was done little justice by **Ocean**. Ported straight from the Spectrum (it was, incidently, pretty darned excellent on that machine), it ran slowly and jerked about in rather unpleasant fashion. Simply adding a splash of colour to the main sprite was never going to save such a mediocre racer and reviews of the time were quick to point this out.

Busted!

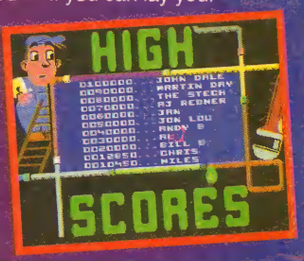
Activision's first outing of the year was another of the 'license without a game' syndrome sufferers. *Ghostbusters 2* was deadly dull, consisting of three badly-implemented sections bearing little resemblance to the movie scenes they were intended to recreate, offering very little challenge to boot. In a day-saving manoeuvre, **Mindscape** pulled their master stroke. *Space Rogue* took the trading and dogfighting of *Elite* and incorporated it into a complex RPGish adventure with heaps of sub-plots and missions to tackle. All wrapped up with smashing presentation it gained 97% and Stuart Wynne (then ZZAP! Ed) commented '…the best space game for any machine'. And the price for so much content — it was disk only, rats.

● Space Rogue took the best bits of Elite and made them better with more depth and character imteraction.

Activision continued their uninspired start to World Cup year with *Fighter Bomber*. Packed with nifty static screens and state-of-the-art filled polygon 3D, this flight sim offered zero playability. Once you'd tired of the impressive outside views the endless flying across barren landscapes towards a distant target that never seemed to get any closer soon had players reaching for the 'off' switch.

More commendable was *4th Dimension*, which was not one game but four — **Hewson** rounded up some of the biggest names in C64 programming, including Graftgold (of Paradroid fame), Sensible Software, as well as a couple of unknown layabouts named John and Steve Rowland calling themselves Apex — I wonder whatever happened to them! The result was a pack of top-quality original games for the cost of a single full price release. Credit to **Hewson**, sadly no longer with us, for having the guts to do something a bit different.

Ferrari Formula One thundered out of the **Electronic Arts** pit lane leaving reviewers and players alike gasping in its exhaust fumes. Converted from a ground-breaking Amiga game, *FF1* didn't only allow you to race but to play about with all the mechanics and aerodynamics of a modern racing car with wind tunnel tests etc, and then take it out on an accurately-modelled representation of Ferrari's own test track to assess your modifications. When happy, a full 16 race Grand Prix season awaited with the ultimate aim of winning the driver championship. Convincing 3D and many well-presented options make this an experience no to be missed — if you can lay your hands on a copy, that is.



Of the 'blindingly simple yet devilishly addictive' posse, *Pipemania* made its appearance — a game that managed to achieve all the compulsion of the best puzzlers without the normally attribute frustration factor. Somehow that 'nuvver go' feeling always ousted the temptation to say 'b*****r this' and chuck your telly out of the window. Fitting together different shaped bits of piping may not sound much cop, but you've not lived 'til you try it.

As summer dawned, the month of May yielded an inspired crop of games. Full price new releases averaged an incredible 88% in ZZAP!. The neo-legendary *Turrican* came out top of the heap with 97% due to its array of weapons, speedy eight-way scrolling, snazzy graphics and absolutely *huge* play-field. An epic shoot-'em-up cum adventure in every sense of the word, *Turrican* has found its way into most software collections and rightly so — it's number 11 in the readers all-time top 100 this very month.

Equally impressive but rather different in approach was *Castle Master*. Using an improved graphics system you could view huge, solid 3D objects from an infinite number of angles with the whole thing running far quicker and smoother than previous Freescape outings. It remains to this day the finest Freescape game on the 64 and, though the find/use object nature of the puzzle-inspired play isn't everyone's pickled egg, it remains a milestone in software development.

Chuckles galore came with *Fiendish Freddy's Big Top 'O' Fun* in which you performed a series of comical circus acts and were then rated on your performance in each by a panel of barking mad judges. When the laughs ran out however, there wasn't all that much to it — just another multi-eventer a la *The Games* series — and hefty multiload, even on disk, tended to break up the flow of play.

SPACE ROGUE
PUBLISHER: MINDSCAPE
ORIGINAL MARK RECEIVED: 97%
CF RATING: 97%
AVAILABILITY: 1/10

FIGHTER BOMBER
PUBLISHER: ACTIVISION
ORIGINAL MARK RECEIVED: 63%
CF RATING: 30%
AVAILABILITY: 2/10

FERRARI FORMULA 1
PUBLISHER: E.A.
ORIGINAL MARK RECEIVED: 95%
CF RATING: 95%
AVAILABILITY: 1/10

PIPEMANIA
PUBLISHER: EMPIRE
ORIGINAL MARK RECEIVED: 94%
CF RATING: 90%
AVAILABILITY: 5/10

CASTLEMASTER
PUBLISHER: DOMARK
ORIGINAL MARK RECEIVED: 93%
CF RATING: 85%
AVAILABILITY: 2/10

FIENDISH FREDDIES BTOF
PUBLISHER: MINDSCAPE
ORIGINAL MARK RECEIVED: 89%
CF RATING: 70%
AVAILABILITY: 1/10

● Italia '90 was a dire footy farce consigned to the doldrums of delapedated crud.

Penalty!

And so, with the World Cup hoving rapidly into view, everyone braced themselves for the inevitable influx of footy games. The official license, *World Cup: Italia '90* from **Virgin**, was pretty dire. Hardly remaining faithful to the game (each team only had six players for crying out loud) it didn't even feature a world cup tournament, just a knockout competition and unplayable game sequence. No amount of badges, T-shirts and World Cup paraphernalia included in the package could justify such twoddle. **US Gold**'s *Italy 1990* faired a little better. It wasn't up to *Microprose Soccer* standards but offered a fun, if limited, kickabout. It would however have seemed far more at home on a budget label. *Adidas Championship Football* was **Ocean**'s contribution to the occasion. It was different in that the ball didn't stick to your feet; instead, dribbling was done by tapping it in front of your player — more realistic, yes, but impossible controls killed what could have been a neat game. Add to this the inability to play a two-player friendly (you could only play head-to-head if two human players were drawn against each other in the cup competition provided) and you're left with a big no-no. No wonder Gazza was crying!

● Adidas was the third big football release of the summer and kept up the trend of feebleness.

Taking the *Tetris* theme and elaborating on it was *Klax*. The screen was comprised of a 3D conveyor belt at the top upon which different coloured tiles rolled towards you. The aim was to catch them on a paddle as they reached the end and drop them to form lines, columns or crosses at which point they'd disappear. A fun game that added a new lease of life to a tired gamestyle.

● Klax — Tetris in 3D? Make up your own mind.

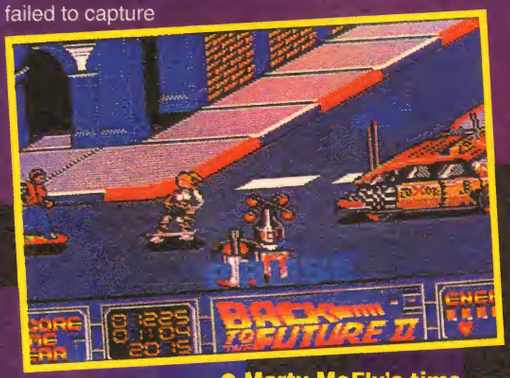
Around the same time came *Activision*'s attempt to convert *Galaxy Force* — a coin-op owing more to stunning graphics and speed than fun or original gameplay. It was a worthy attempt but its shallow and boring nature was thrown into sharp relief when stripped of the arcade machine's frills. Altogether more worthwhile

● Italy 1990 was way superior to the official World Cup license but don't take that as a reccomendation.

● Galaxy Force was superfast fun in the arcades. The C64 version had the speed but lacked the other.

● Time Machine — a dream for any budding Dr Whos out there.

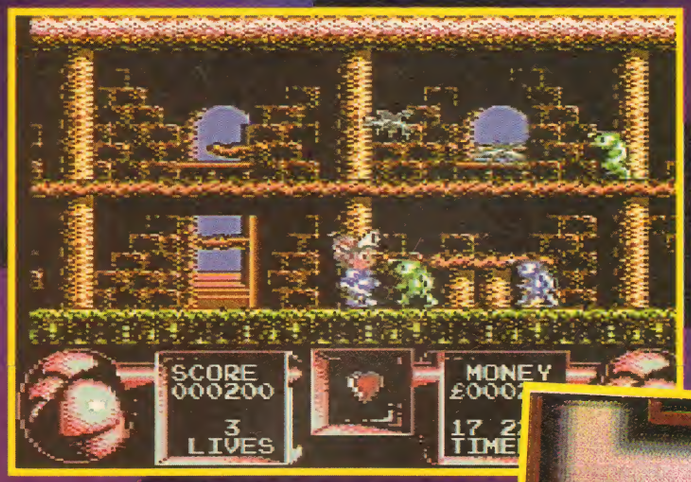
from the same company was *Time Machine* — a novel arcade adventure in which you had to travel through different periods of time doing this and that to alter the course of history. It was fun travelling into the past, completing tasks than going into the future to view the results of your actions. Another time traveller, but far less enjoyable was *Back To The Future Part II*. Its mixture of dull sub-games failed to capture



● Marty McFly's time jumping adventures could have made a great game — they didn't.

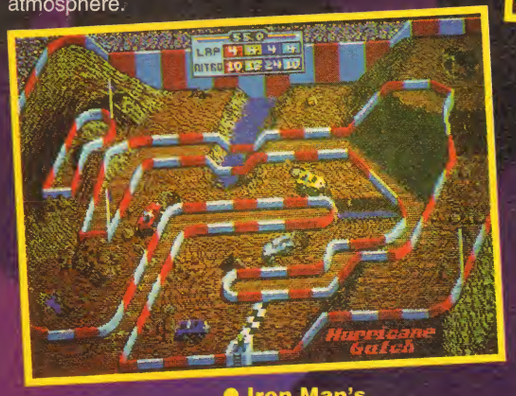
the spirit of its cinematic inspiration and instead presented us with a turgid outing to be quickly forgotten. Then came *Flimbo's Quest*...

TURRICAN	CARRIER COMMAND	ITALY 1990	WORLD CUP: ITALIA '90	ADIDAS C. FOOTBALL	KLAX
PUBLISHER: RAINBOW ARTS	PUBLISHER: RAINBIRD	PUBLISHER: US GOLD	PUBLISHER: VIRGIN	PUBLISHER: OCEAN	PUBLISHER: DOMARK
ORIGINAL MARK RECEIVED: 97%	ORIGINAL MARK RECEIVED: 64%	ORIGINAL MARK RECEIVED: 66%	ORIGINAL MARK RECEIVED: 42%	ORIGINAL MARK RECEIVED: 37%	ORIGINAL MARK RECEIVED: 92%
CF RATING: 94%	CF RATING: 80%	CF RATING: 53%	CF RATING: 20%	CF RATING: 37%	CF RATING: 82%
AVAILABILITY: 6/10	AVAILABILITY: 1/10	AVAILABILITY: 1/10	AVAILABILITY: 1/10	AVAILABILITY: 1/10	AVAILABILITY: 1/10



● Good old Flimbo, just look at that parallax, or you could if this was a telly instead of a screenshot!

This hugely enjoyable cutesy-pie was to my mind somewhat underrated with the 80% it received from the ZZAP! team. Certainly the actual gameplay was pretty simple and varied little throughout but brilliant graphics and perfectly complemented tunes added oodles to the atmosphere.

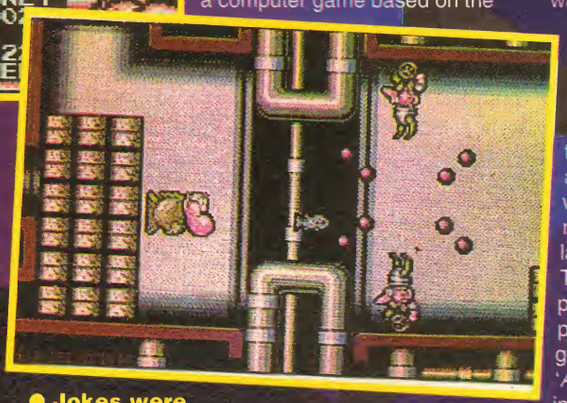


● Iron Man's Supersprint update left more to luck than judgement.

From the sickly sweet of *Flimbo* to the excitement of monster truck racing, *Ivan 'Iron Man' Stewart's Super Off Road* was a heartily applauded update of the classic single-screen *Supersprint*-style race game. For my part I'm not overly sure why everyone raved so much as I always felt the repetitive and, at times, semi-uncontrollable action (four trucks jostling and bumping to get through narrow sections often left more to luck than anything else) a bit limited. Sure the tracks were attractive and truck animation very good but, well, everyone to their own I suppose.

Spam, spam, spam

And now for something completely different (soz folks, I couldn't resist it)! **Virgin** acquired the license to produce a computer game based on the *Monty Python* series, of all things. Ignoring John Cleese, Michael Palin and the others, the game was based around Terry Gilliam's abstract animations that appeared intermittently during the shows. Unfortunately all it boiled down to was a basic shooter with your character zapping various Gilliamesque oddities with tins of spam. Visuals aside the game had little to do with the show and not much going for it otherwise.



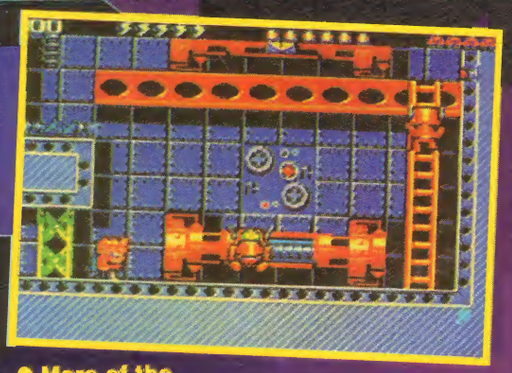
● Jokes were conspicuously absent, as was playability.

November spawned perhaps the most overrated game in ZZAP! history. *Golden Axe* romped home with a rollocking 96%, the reviewers waffling on about '... great beat-'em-up action' and '... masses of moves' — is this the same game I've just been playing? I've just got to level four (there's five in all) using one move continuously. Despite reasonable graphics and a good, atmospheric soundtrack *Golden Axe* was (and most definately still is) totally without any kind of playability. One wonders what those old ZZAP!ers were on!

● 96% — are you jesting. Knock off about 30 and you'll get a better idea of what Golden Axe offers.

Another game showered with praise but, fortunately, rather more deserving was *Lords Of Chaos* from Julian '*Laser Squad*' Gollop. He took the basic *LS* game design and incorporated it into a sword and sorcery saga with a number of wizards battling for control of a mysterious land. Though I personally preferred the gun-toting '*Aliens*' inspired predecessor for storyline, the new game provided a massive challenge and novel new angle

TIME MACHINE	BACK TO THE FUTURE II	FLIMBO'S QUEST	SUPER OFF-ROAD	MONTY PYTHON	LORDS OF CHAOS
PUBLISHER: ACTIVISION	PUBLISHER: IMAGEWORKS	PUBLISHER: SYSTEM 3	PUBLISHER: VIRGIN	PUBLISHER: VIRGIN	PUBLISHER: BLADE
ORIGINAL MARK RECEIVED: 93%	ORIGINAL MARK RECEIVED: 59%	ORIGINAL MARK RECEIVED: 80%	ORIGINAL MARK RECEIVED: 85%	ORIGINAL MARK RECEIVED: 47%	ORIGINAL MARK RECEIVED: 91%
CF RATING: 90%	CF RATING: 59%	CF RATING: 89%	CF RATING: 65%	CF RATING: 47%	CF RATING: 96%
AVAILABILITY: 1/10	AVAILABILITY: 1/10	AVAILABILITY: 3/10	AVAILABILITY: 3/10	AVAILABILITY: 1/10	AVAILABILITY: 9/10



● More of the same from Rick D — just as good as before, but tougher.

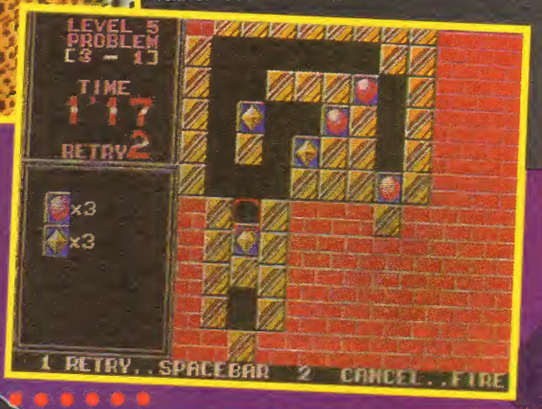
One familiar face made a welcome return towards the end of the year. The ever-intrepid *Rick Dangerous* returned in the sequel to, um, *Rick Dangerous*, called, double um, *Rick Dangerous 2*. Similar in design to *Rick 1*, the sequel had improved graphics and far tougher gameplay while retaining the humour and addictivity that made the original such a hit. The definitive platform/puzzle/adventure involving rough 'n' tumble explorer type in a hat/reaction game.

● Big and good-looking conversion that seemed actually more compulsive than its parent.

As Christmas emerged from the future and sat itself firmly upon us, **Ocean**, who'd been uncharacteristicaly quiet over the year, leapt into life with three crackers. *Midnight Resistance* was converted from a playable arcade machine of the same name and really looked and played the part. Strangely I've never personally been over-enamoured with it but playing it of late has gone some way to changing my mind. Graphics are well decent throughout the nine big levels and there's never a shortage of baddies, big and small, to waste. It's essential arcade action all the way. Equally well received was *SCI* — follow up to the immensely disappointing Chase HQ. Its cartridge-only format was a brave and rewarding move by the producers, allowing nice inter-level presentation screens and speedy action without the hassle of pesky tape loading. Graphically impressive and atmospheric FX made it a truly worthy license though it would later be surpassed by the outstanding *Outrun Europa*.

● Chase HQ's sequel was thankfully far superior to the Spec-port earlier that year.

In a rather different vein came *Puzznic*. A blend of logic and forward thinking made this a prince amongst puzzle games — sexy graphics and jingles simply providing icing on the cake. Spondicious! The big 'O's other effort — another puzzle outing — was rather less to write home about.



● Sadly for Plotting, its arrival coincided with the far superior Puzznic.

Plotting's decent graphics were from the mould of *Puzznic*; unfortunately, the gameplay was not. Fun at first, the all-too-shallow 'matching the symbols' play lacked the compulsion and, as a result, the appeal of its big brother.

After a long delay the C64 incarnation of *Hard Drivin'* spluttered and stalled into the shops aboard two compilations . It never actually got a stand-alone release and only seconds were needed to see why. The arcade sensation had been reduced to an uncontrolable, slow, jerky drive in which large, freescapey buildings staggered by with all the conviction of a blind carrot. Zzap! generously awarded 20%, but only through pity, I'm sure.

One other little game snuck out in time for the Christmas rush. You may or may not have heard of it but it's a conclusive number one in this month's Reader's Top 100. Interested? Then turn to page 22 and be enlightened...

Phew! So there's the year 1990 in a nutshell — well, five pages anyway. Good old '91 goes under the microscope next month and, blimey! We'll nearly have caught up with ourselves. Then what? A feature on what we think'll happen in 1996? Yeah, or no, in fact! Oh well, see ya...

RICK DANGEROUS 2
PUBLISHER: MICROSTYLE
ORIGINAL MARK RECEIVED: 82%
CF RATING: 90%
AVAILABILITY: 8/10

CREATURES
PUBLISHER: THALAMUS
ORIGINAL MARK RECEIVED: 96%
CF RATING: 96%
AVAILABILITY: 7/10

HARD DRIVIN'
PUBLISHER: DOMARK
ORIGINAL MARK RECEIVED: 20%
CF RATING: 19%
AVAILABILITY: 1/10

MIDNIGHT RESISTANCE
PUBLISHER: OCEAN
ORIGINAL MARK RECEIVED: 90%
CF RATING: 90%
AVAILABILITY: 6/10

PUZZNIC
PUBLISHER: OCEAN
ORIGINAL MARK RECEIVED: 90%
CF RATING: 90%
AVAILABILITY: 2/10

SCI
PUBLISHER: OCEAN
ORIGINAL MARK RECEIVED: 93%
CF RATING: 81%
AVAILABILITY: 2/10

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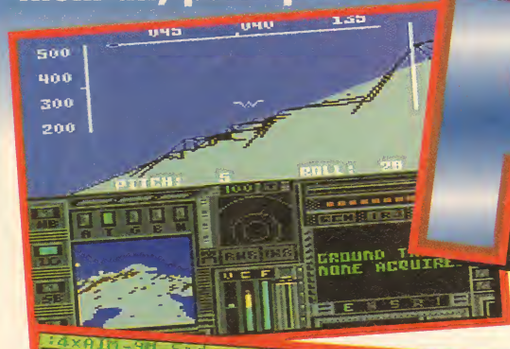
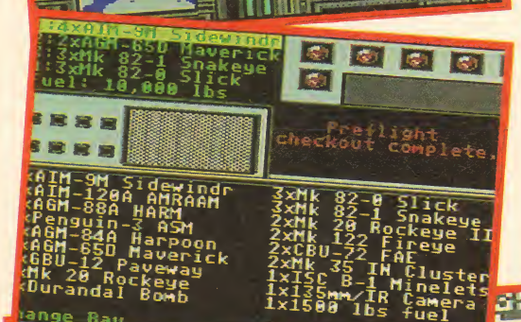
PROJECT STEALTH FIGHTER

● Kixx, £4.99

Be it an aeroplane, helicopter or submarine, if it moves there's a pretty good chance Microprose have simulated it. MILES 'CHOCKS AWAY? BUT THEY'RE MINE!' GUTTERY had his Milk Tray confiscated until he felt able to tackle the simulation to end them all, perhaps...



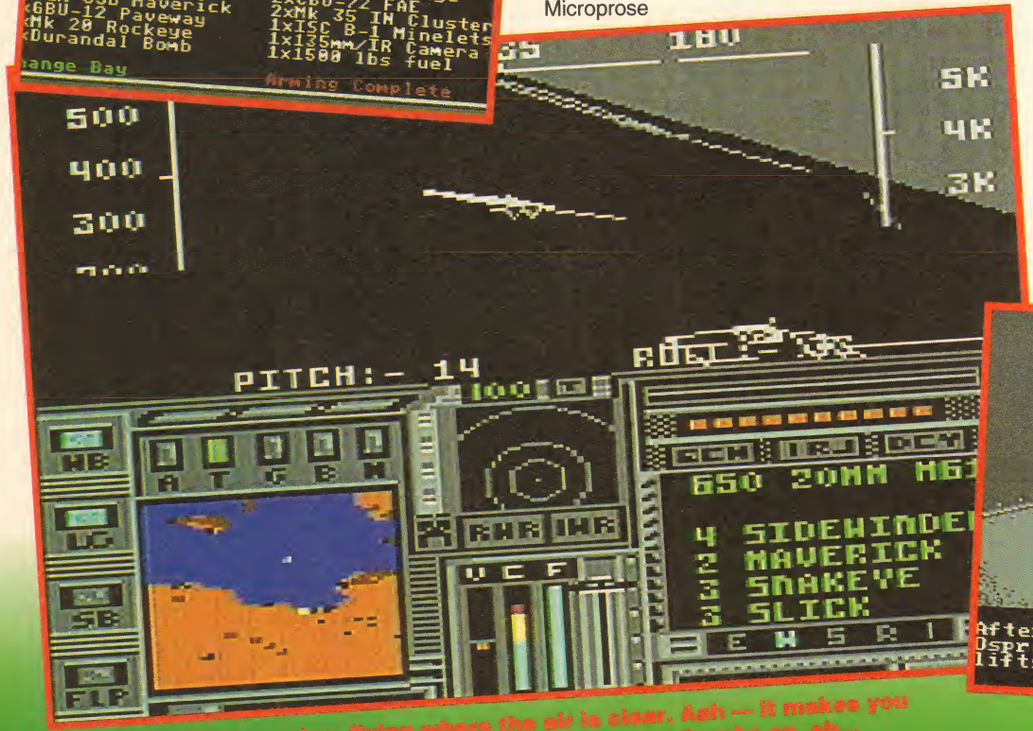


Flight sims — they're a funny old bunch, eh readers? When done well they can be hugely enjoyable action-strategy bonanzas with more lastability than a Tonka toy. If on the other hand they're not given the necessary thought you invariably end up with an over-complicated turnip hiding behind the 'Manual Brittanica' in an attempt to disguise its short-comings.

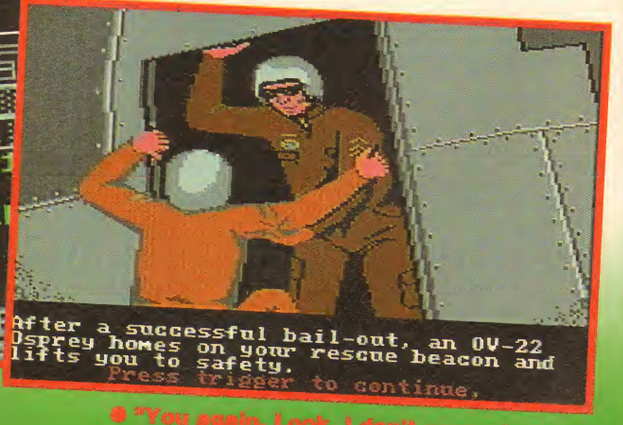
There's always the initial problem of how to recreate a billion dollars worth of hi-tec military gadgetry in just 64K. With *Stealth Fighter*, Microprose had one thing in their favour — the thing was so secret no-one knew anything about it. This meant a large dollop of artistic license could be employed to enhance playability without some clever-clogs moaning about a lack of technical accuracy.

Stealth Fighter's presentation is very much in the *Gunship* mould as you choose the battlezone, competence level of enemy defences, easy landings or realistic crashes etc. Of course, being 'in the trade' so to speak, what you might call a 'professional games player' I armed my fighter to the teeth and headed confidently into Central Europe to give those elite Warsaw Pact (remember that?) forces a ruddy good kick up the backside. The folly of my actions was soon realised as within moments I found myself sucking dust in the wreckage that remained of my plane. With a dejected hrumph I retired to the officers' mess; clearly a swift dip into the manual was in order.

"Off- putting a due to s hefty t acce ss



● Like a bird on the wing, flying where the air is clear. Aah — it makes you glad to be alive. Oh well, best go find someone to drop bombs on, eh...



● "You again. Look, I don't care who you are — nobody get's in without a tie, OK!"

JAMES!

● Once upon a time, air combat wasn't just dangerous — it was totally, totally dangerous. Flying around while other pilots pump lead into your plane... it'd be a bum way to spend an afternoon. These days, pilots can jump into a plane and pick off their opponents from a safe distance, and if they fancy dare-devil manoeuvres, they can go rent the Top Gun video. Personally, I wouldn't touch a plane with a barge-pole — for a start I don't possess such an object, and secondly I've no fetish for poking aircraft from a distance — but seriously, *Stealth Fighter*'s not at all bad. I'm not a great flight sim fan, but I reckon this ranks just below *Gunship* which, in my books, makes it a very accomplished sim indeed...

86%

● After a hard days commie-bashing there's nothing like a nice, cold glass of lemonade to cheer you up (hic!).

After suffering the indignity of a few training flights 2nd Lieutenant Miles did return to active duty somewhat more aware of his own frailties.

Quietly does it...

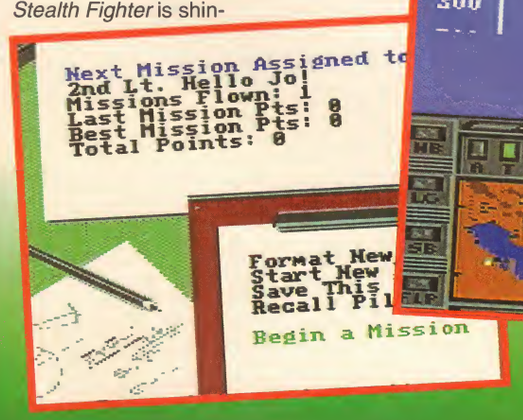
A great variety of missions are available, from photo-reconnaisance to bombing ground targets or intercepting enemy aircraft. Successful completion of assignments leads to promotions and decorations. On your safe return you're given a mission score as well as a 'stealth rating'. This comes in percentage form and is supposed to give an idea of how well you utilised the aircraft's stealth capabilities, these being most effective at altitude with low throttle and all external weapon bays closed to minimise radar-visible surface area. Stealth is used to get within sight of the target, but attempting a bombing run at 35 thousand feet would be hopelessly inaccurate. Once in range there's no choice but to get low and practice some good, old-fashioned seat-of-your-pants flying. If you get it right and hit your target on the first run, you can climb back to stealth altitude, leaving the enemy wondering what hit 'em. Miss, and your only option is to come around for a second pass — however, the bad guys'll be ready this time...

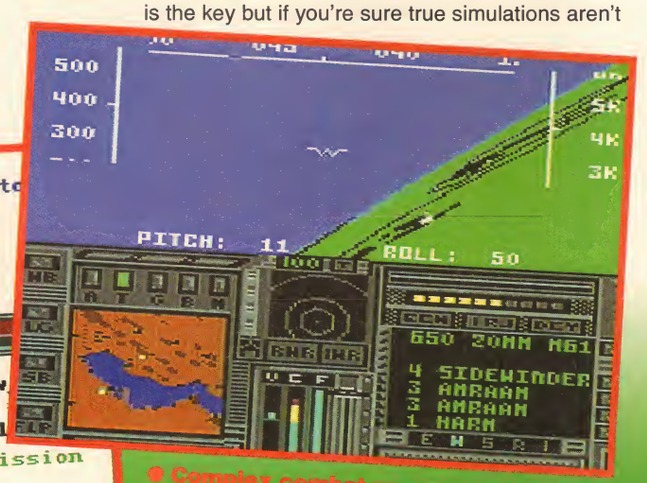
> ff- ing at first, e t some efty tape acce ssing

Despite the innumerable keyboard controls and large number of options, *Stealth Fighter* is shin-diggingly easy to get into. Training missions get you started, and simple flight manoeuvres are easily mastered, with responsive controls. To get the most from a game like this you really need to play it quite extensively — gain experience and figure out your own tactics.

Un-flight simmy animals won't find the rather sparse wireframe graphics too inspiring, but those who've acquired the taste will find they serve their purpose in a satisfactory if workmanlike manner. After all, should a true simulation not rise above the need for pretty graphics? It's the depth that counts with these things, not cosmetic frills.

Originally a disk-only release, *PSF* was applauded loudly at the time and a regal nature still surrounds its name to this day. Playing the re-release on cassette may be off-putting at first, due to some hefty tape accessing. Until you get to grips with it there's a lot of untimely deaths; however, once you start getting competent the range and attention to detail on missions puts a little tape-hassle into perspective. Perseverance is the key but if you're sure true simulations aren't your thing, then I'd advise you steer clear. It's the most realistic, detailed and playable game of its genre available for the C64, and will give many hours of enjoyment simply mastering the potential, and then...





● Complex combat manoeuvres pose no problem, it's three point turns I don't get.

MILES! 88%

BOX TWENTY: SCI-FI

● Prism, £19.99

Twenty games in one pack? Bargain or what? It's not as if the games are going to be old and dodgy titles previously released by software houses to little critical acclaim, is it? JAMES 'NO, NO, NOT A COMPILATION REVIEW' PRICE reveals all...

Aspects of a Prism compilation:

1) ***Battletech***. While undeniably an above-average RPG, it's time-consuming to play and — if you're reviewing it — write about. It also has an abundance of 'texty' bits with dialogue so tacky and clichéd anyone with the slightest creative spark will cringe from start to finish. Its strange semi-3D perspective is all very fine and well, but when things are portrayed as being above the ground — to be a little clearer, something such as an arch — I expect to be able to walk under them. I'm also not a great fan of relentless disk access, especially when the purpose of it is to boot up the aforementioned text. As a whole, *Battletech* isn't bad, just flawed — but there's a lot in it, and according to an individual in the office next to us, it's something of a classic once you've mastered it. Yeah, right.

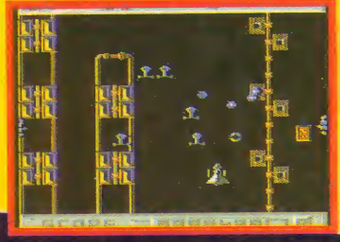
2) Insipid shoot-'em-ups. The first of these is ***Vengence***, a blaster so poor that any Alf Yngve *SEUCK* game you care to mention positively stamps on its mediocre (and metaphorical) head. ***Mega Phoenix*** too, despite its serviceable graphics and Maniacs of Noise soundtrack, is a sad offering. A conversion — I'm not sure if it's official or not — of the ancient coin-op, I can't see any attraction other than, okay, older gamesplayers might feel a bit nostalgic. I expect more than a *Space Invaders* variant these days.

Speaking of which, the ex-Logotron game ***Starray*** is rather reminiscent of *Defender*. The downer is, despite the sound concept, it's not half as good as it could've been. Get the similar but much more playable *Insects in Space* instead.

Whereas *Vengence* is of a lower quality than your average *SEUCK* game, ***Hades Nebula*** looks like one — and a poor effort at that. Flickery graphics, dull use of colour and uninspired gameplay all combine to make it a game to play for five minutes before resetting.

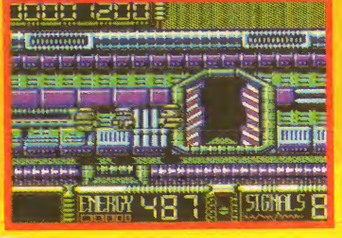
3) Obscure platform shoot-'em-ups. ***Future Knight*** fits this bill and, although it has its moments, shows its age. Oh, and the many baddies that appear are largely unintelligent, particularly irritating and badly defined — I mean, balloons and ghosts in a sci-fi scenario? And what the hell is ***I, Alien*** supposed to be? At first glance it looks like a *Xenomorph*-type game, but with closer examination its lack of gameplay and failure to inspire excitement of any kind results in a confident leap towards the C64's on/off switch. Much better (but still lacking) is Denton Design's ***Eye of Horus***. I've always been a fan of the Denton's creations — this month's Rave Review, *World Class Rugby* is one of theirs — but *Eye* just isn't gripping in the slightest. I can appreciate their attempt to make it different to the norm by researching the Egyptian Mythos on which it's based, and the graphics aren't bad either, but it falls way short of the mark in my opinion.

Lifeforce: deary me. 1/10.



Time Fighter: No! No! No!

My, what pretty colours!



Starray: lacking.

Space Academy:

4) A weird joystick waggling game. ***Space Academy*** is, in essence, *Combat School* without the charm, well-defined graphics or any other redeeming feature — of which, games of this genre have few — you care to mention. The lack of serviceable instructions in Prism's manual doesn't help either; having to guess what each section requires by trial and error… ugh.

5) Games that have received over 80% in previous reviews — all three of them. Technically the best game on the compilation, having been awarded 93% in its ZZAP! review, ***Cosmic Causeway*** is a disappointment. Despite its fast and technically superb graphics, it's an infuriating and unrewarding game, more a basic reflex test than essential arcade outing. Then there's ***Slayer***, an old Hewson game I've not heard of until now and, quite frankly, it's not hard to see why. If I had to liken it to anything, I'd say it owes more than a passing nod to the classic *Zynaps*, possibly even *Armalyte*, but without those essential ingredients that make shoot-'em-ups stand out from the crowd. *Slayer* looks and sounds well enough, but as they say, beauty's only skin deep. ***Steel***, similarly, scores highly on cosmetics, but really — it's no game.

6) ***Time Fighter***. It's utterly, utterly crap. I can't bring myself to write anything else about it. Now if Miles wrote that, I'd probably write loads of 'You're Fired — Ed' comments after it, or pass the text back to him and ask him to *explain* why the game's so bad, but with *Time Fighter* I could almost excuse anything. If you meet the programmers, tell them I said that, okay? ***Metaplex***'s coder deserves to lose pocket money for a week too — of all the games he (or, albeit highly unlikely, she) could have ripped off, why *Nonteraquous*? Amazingly, another game in this pack plays and looks similar, but owes more to Ocean's *NOMAD* than anything else. Still, it's nothing impressive, though mapping fans might go a bundle over it.

7) A game that allows you to blow up scenery. ***Lifeforce*** isn't particularly impressive, but almost every wall is scarred in some way if shot. Attention to detail like that deserves praise; it's a shame *Lifeforce*'s gameplay's not up to much, though…

8) A loading problem. This review is being written just before our final deadline, and our copy of ***Jetboys*** won't work. ZZAP! 'awarded' it 52%, so I figure I'm not missing much…

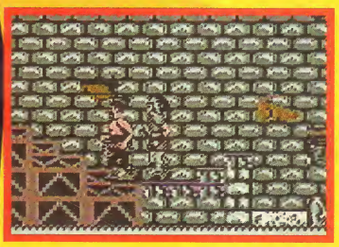
9) Three ex-covertape games — ***Dark Fusion***, ***Artura*** and ***H.A.T.E.*** — of which, *Dark Fusion* is undoubtedly the best.

So there you have it. *Box Twenty: Sci Fi* is — in my opinion — a collection of mostly old and consistently third-rate titles. However, when you consider each title costs a mere £1, does its quantity and inexpensiveness make it a bargain?

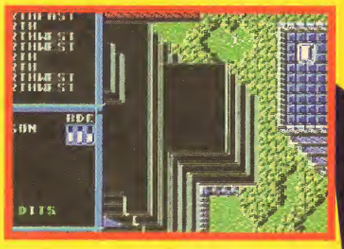
Well *I* wouldn't buy it…

…BUT WHAT'S IN IT FOR ME?

Artura: forever dodgy.

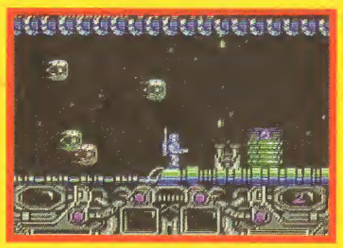


Battletech: okay, sort of.



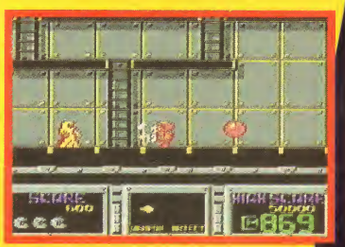
Cosmic Causeway: Hmmm.

Dark Fusion: the best.

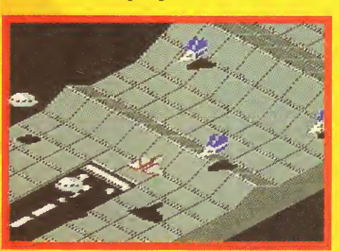


Eye of Horus: eh?

Future Knight: dated.

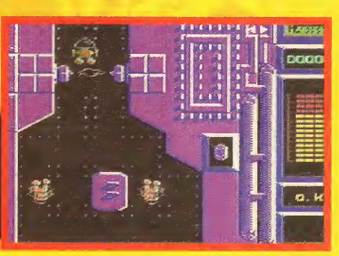


H.A.T.E.: aptly named.

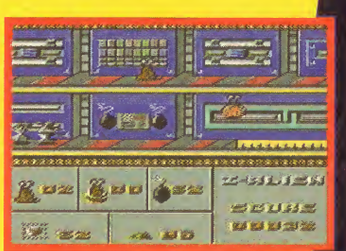


Hades Nebula: SEUCK off.

Purple Haze, apparently

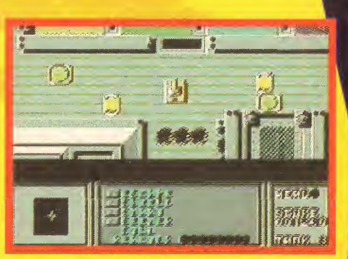


I Alien: oh dear.



Megapheonix: How old?

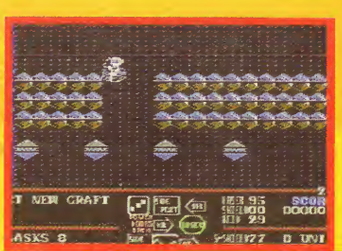
Look at all those craters!



cademy: cack.

Slayer: Not all that bad…

Jetboys: no comment.



WELL'S WO

After a month of intensive programming, Escape from Arth and City Bomber are nearing completion. And contrary to popular opinion, it *is* all work work work — or so JOHN 'EASY LIFE' WELLS reckons...

I've been extremely busy this month — what with *Easy Lives*, *Breakthrough and* this diary. Not forgetting *Escape From Arth* and *City Bomber* — that's why I'm writing this, isn't it? It's a classic case of having too much to do, but I'm getting there! Oh, if you've been wondering what's happened to *Breakthrough*, then don't panic — it's been delayed slightly. This is because of some new additional design that will make it more different than your usual blast.

If you remember, last month I completed *Arth*'s background editor and enemy routines. This month I'm adding and improving the graphics, sprites and enemy attack waves — plus inserting the music and sound effects, amongst other things, to both games along with *City Bomber*'s landscape editor...

While working on *Arth*'s random enemy generator I came up with a new idea — why not include an option on the title screen to select either random or set enemies? This would make the game slightly easier on the set enemies, because they would always re-appear. Other parts I decided to randomise were the position of each ammo pod and the actual enemy sprite graphics — including the skyline. This makes the game more interesting as each time you start a new game something will always be changed. I'll also use this technique on the end sequence — every time the game is completed, something different will always happen; with this, perhaps people will want to complete it again and again...

To progress in *Arth* you must search around the planet and find the beam switches — at this point you can turn a beam off by moving over the switch. This opens up a whole new system of locations in which you must find a new switch etc. There's a time limit in which you must escape (this is optional) and the energy bars for your lives and firepower are now in working order. A problem I came across while playtesting were the entrances. These can either be forwards or backwards and the gamesplayer could get confused; so to solve this, I've included various arrow pointers above each entrance.

The original graphics look a bit drab, so I've decided it's time for an overhaul. The skyline needs to be more effective — with the randomise feature in mind I came up with three different styles. The first is large mountains which fade into the black background, a forest-style skyline and finally a proper city skyline — which I think is the best of the three.

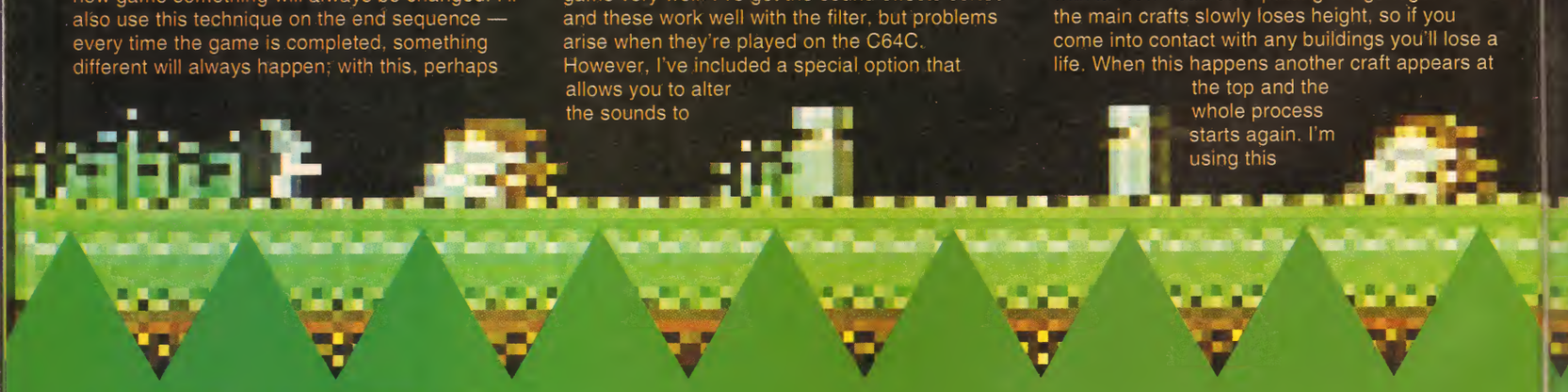
I've also updated the background graphics with new pipes, trees, buildings etc. To give the trees a bit more detail I made circles of light, this looks much better than the plain green colour. I've also used the RCM (Raster Colour Mix) technique on the buildings and other various parts in the game. More sprite graphics have been drawn, these will be used for the random feature and will be transferred to the existing frame areas. There are 16 different main enemies all together, with four large end of game baddies.

The music (which Paul has composed for *Arth*) has now been finished and is quite atmospheric — this includes title, high-score, in-game, end sequence and various other tunes. The in-game tune is fast, spacey and up-beat, suiting the game very well. I've got the sound effects sorted and these work well with the filter, but problems arise when they're played on the C64C. However, I've included a special option that allows you to alter the sounds to suit your machine.

The main part of the game is now complete — but high-score tables for each player need to be installed, along with extra presentation and the random end sequences. Other small pieces of code will be programmed: for example, a colour toggle mode to change multicolour backdrops or sprites and volume controls will be enabled. Although these won't add to the playability of *Arth*, they'll mean the game has more features — in my opinion, this adds a little something special.

And the *City Bomber* work? The first thing I had to write before continuing any further game design was the landscape editor. This had to be totally compatible with the object editor, so a new set of special pointers had to be made. These would need to be stored and read by both editors. From this point, the landscape editor began to take shape. It took a couple of days to finish, and it works in a similar way to *Arth*'s screen editor. You can toggle through the main objects and store them in a 16x255 char window — which holds the main chars and colours. Each object is then also stored in a three pointer memory bank, for vertical and horizontal positions plus the object number.

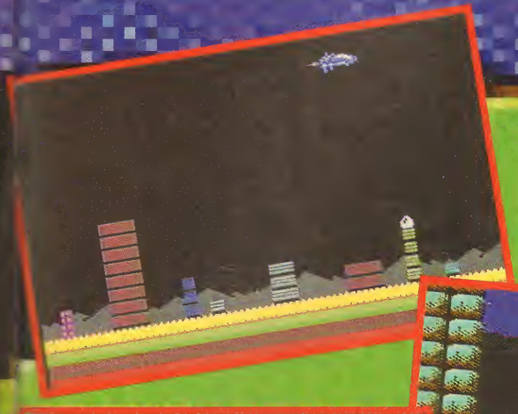
A plot routine needs to be programmed next, to store the level back into the main landscape window. The amount of memory saved for each level is huge — it's taken up less than I ever expected — so I'm quite pleased with it. Now I can start putting things together — the main crafts slowly loses height, so if you come into contact with any buildings you'll lose a life. When this happens another craft appears at the top and the whole process starts again. I'm using this



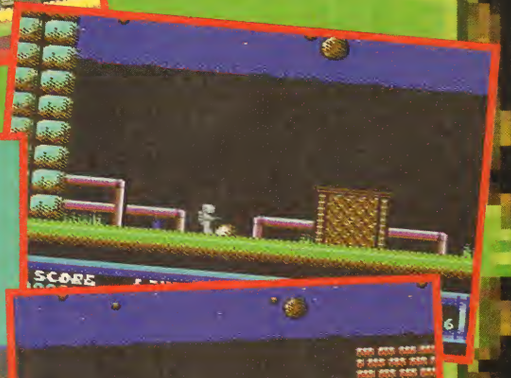
WONDERS

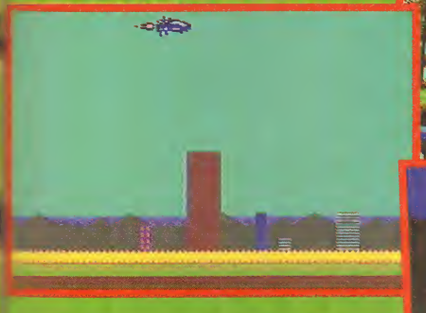
DIARY OF A GAME!

PART TWO!



● City Bomber — expect to see a cover demo pretty soon.





● He's a nice bloke that John Wells, and clever too.

method because it would be downright annoying if you had to restart the level — also there's the two player option to consider.

Missiles from the city are another obstacle to avoid. These were programmed with random speeds and can be either dodged or destroyed by your missiles. I tried the craft under inertia, but this caused problems when trying to dodge a fast missile — as you couldn't get out of the way in time. To remedy this I've included an option to select between inertia or normal modes (the player can the decide for themselves). To vary the graphics more, there needed to be some extra design work. I opted for a night and day feature — not only will each level have different-style backdrops, but they'll vary in time. During the day there are parallax clouds, but at night there'll be parallax stars instead.

Another idea I've come up with recently is a craft selection mode at the start. This will allow the player to choose one of 20 craft to fly instead, of having the same one all the time — also, level passcodes will be programmed in to improve the playability.

More action from the Wells household next month, including — fingers crossed — two covertape demos. Until then...

THE TiPS

In a world exclusive I can now reveal that James Price is none other than... MOOMINTROLL — it's true! I'd suspected all was not as it seems with old Jimbo for a while, but in the absence of irrefutable proof I was forced to hold my tongue, until now. That pale complexion first aroused my curiosity and immediately I understood his strange affinity for baggy, untucked T-shirts — could it be to cover a rotund, Moomin-like belly? In a controlled reactionary experiment I mentioned in passing that I'd just happened to see the Sand Lion about. Visibly alarmed, the normally relaxed Editor did scuttle away, glancing back over his shoulder and has since been cowering behind the desk of our erstwhile stable-mate Steve Shields. That's when he made his final mistake. In an attempt to cheer himself up he began to sing a little song — 'All small creatures should wear bows in their tails' he chirruped! With the final piece of the puzzle in place I believe it my duty to report these sinister findings — make of them what you will.

GHOSTBUSTERS

If you want to go ghost busting without going ghost bust, try entering your name as ANDY with the account number 777 for enough cash to buy a very large amount of equipment indeed. The only problem with this cheat is that it doesn't allow to complete the game properly — but it's worth a laugh...

COMMOTION CLEAR-UP

It seems many of you had problems with line 3 of Issue 11's Ocean games hack. Well, with a bit of ingenuity (and a word with Brian Strain) I've managed to sort it out — replace line three with:

3FOR X=384 TO 411 : READ Y : C=C+Y : POKE X,Y : NEXT
4IF C<>2740 THEN PRINT "DATA ERROR" : END

You'll have to re-number the subsequent lines (four becomes five, five becomes six etc).

WINTER CAMP

Pause the game (RUN/STOP) then type the appropriate password from the following list to skip that level.

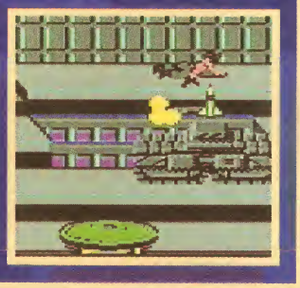
Level 1	MY NUTS ARE FROZEN
Level 2	OH MY SORE BUM
Level 3	BLOODY BEARS
Level 4	YUK SARDINES
Level 5	JDF RULES
Level 6	BART WAS HERE
Level 7	HI HOMER
Level 8	SOD IT

POSTER!

MIDNIGHT RESISTANCE

Some people do find this Ocean/Hit Squad spectacular a bit difficult — but no more…

```
1   POKE X=380 TO 446 : READ Y : C=C+Y : POKE X,Y : NEXT
2   IF C<>7656 THEN PRINT "DATA ERROR" : END
3   POKE 157, 128 : PRINT CHR$ (147) : SYS 380
4   DATA 032, 086, 245, 169, 032, 141, 084, 003, 169, 146, 141
5   DATA 085, 003, 169, 001, 141, 086, 003, 096, 023, 001, 026
6   DATA 072, 169, 000, 141, 253, 019, 141, 215, 019, 169, 234
7   DATA 141, 228, 181, 141, 229, 181, 141, 230, 181, 169, 173
8   DATA 142, 060, 040, 169, 087, 141, 096, 010, 169, 165, 141
9   DATA 097, 010, 169, 090, 141, 098, 010, 104, 173, 032, 208
10  DATA 096
11  END
```



TIP OF THE MONTH! CART WINNER!

It's been a month of discovery for sure. After the revelation of James' true identity it turns out that Doctor Who lives in Leicester and goes by the name of Chris Wharton, and his TARDIS is not a phone box at all, but a small envelope. The envelope in question plopped through the door with the barest hint of a sound but when opened yielded a mass of tips the proportions of which I had not believed possible. So Chris, for your time travelling exploits you're this months winner. Strange how there were no cheats for *Dalek Attack*, hmm…

MAZEMANIA

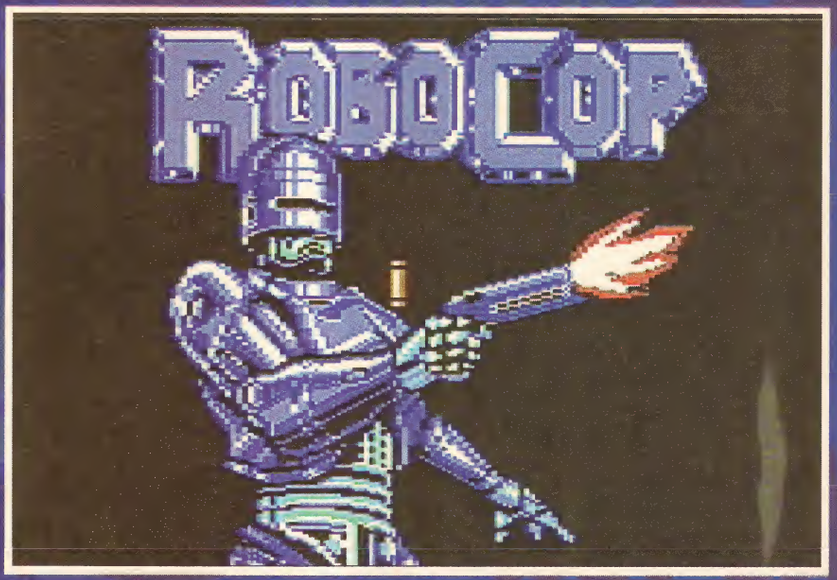
Plug the joystick into port one and move it around in circles for several rotations, then press fire a few times. Now plug back into port two and press SPACE to skip levels.

STEG THE SLUG

Trouble with T'yunguns? Don't get into a tizzy — these passwords'll see you get a little further.

Level 2	**RDNUHCCMGU**
Level 3	**EDOUTIOCKO**
Level 4	**HDPFUVLCCM**
Level 5	**ODQMFUVLIC**
Level 6	**MEBHETPIAG**
Level 7	**LECGODTRHK**
Level 8	**NEDGFLDVRL**
Level 9	**OEFVHAGHLY**
Level 10	**PEGTTHIGLD**

ROBOCOP



I remember playing this loads on the Spectrum — a bit easy if I may say so. On the the other hand the C64 version's different heap of compost. Here's a plateful of time and energy.

```
1   FOR X=368 TO 438 : READ Y : C=C+Y : POKE X,Y : NEXT
2   IF C=8571 THEN POKE 157, 128 : SYS 368
3   PRINT "DATA ERROR"
4   DATA 32, 86, 245, 169, 32, 141, 84, 3, 169, 134, 141, 85, 3, 169
5   DATA 1, 141, 86, 3, 96, 72, 77, 80, 72, 169, 96, 141, 147, 172
6   DATA 141, 104, 173, 169, 32, 141, 38, 247, 169, 163, 141, 39, 24, 7, 169
7   DATA 1, 141, 40, 247, 104, 173, 32, 208, 96, 72, 169, 96, 141, 36
8   DATA 117, 141, 147, 168, 169, 173, 141, 125, 176, 141, 236, 167, 76, 158, 1
```

THE ACTION REPLAY BIT

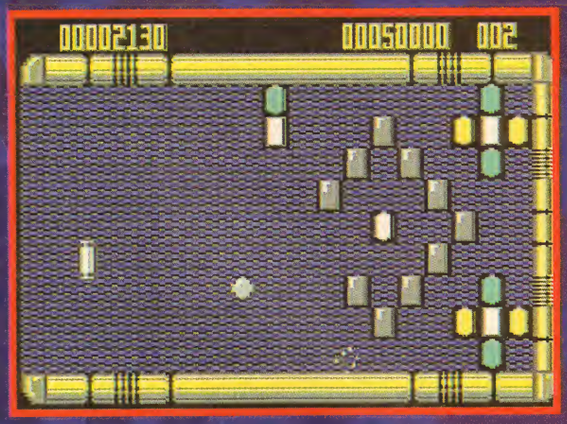
Mathew Gibbons from Grimsby reckons he's a bit smart having worked out these AR pokes, and guess what — I think he might be right!

■ Barbarian 2	POKE 35441, 165 POKE 37742, 165	Lives
■ Defenders Of The Earth	POKE 7280, 173 POKE 15972, 173	Lives
■ Rainbow Islands	POKE 29508, 189	Lives
■ Creatures	POKE 15596, 60 POKE 15596, 13 POKE 7328, 173	No collisions Collisions on Lives
■ Bubble Bobble	POKE 1240, 189	Lives
■ Batman — The Movie	POKE 4866, 173	Lives
■ Stormlord 2 — Deliverance	POKE 42339, 173	Lives
■ Strider 2	POKE 33762, 165	Lives
■ ESWAT	POKE 6156, 173 POKE 6132, 173	Lives P1 Lives P2
■ Exolon	POKE 7427, 173 POKE 5650, 173	Lives Grenades
■ License To Kill	POKE 8448, 173 POKE 11565, 173 POKE 14730, 173 POKE 15185, 173 POKE 33056, 173 POKE 63142, 173	Lives
■ Elvira	POKE 2195, 173	Lives
■ Bombuzal	POKE 5490, 173	Lives
■ Sanxion	POKE 14142, 173	Lives
■ Roadrunner	POKE 43241, 165	Lives
■ Ghostbusters 2	POKE 2261, 173	Lives
■ Chase HQ	POKE 36702, 173 POKE 61247, 0	Turbos Time
■ Gremlins 2	4237, 173	Lives
■ Golden Axe	POKE 8524, 173 POKE 13158, 173	Lives

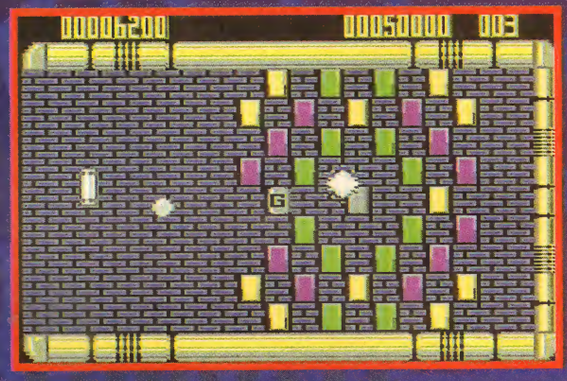
NB The Golden Axe pokes must be re-entered on each level.

Carts at the ready... and... RESET!

KRACKOUT



Robert Smith of Hyndland, Glasgow has this incredibly simple infy lives cheat for Issue Seven's *Breakout* game. All you need to do to get lives in innumerable numbers is enter your name as 'C' on the high score table.

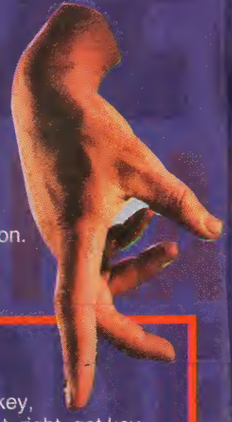


THE ADDA

The game the word 'tricky' was invented for. This list should put the smile back on Gomez's face.

```
0    REM ADDAMS FAMILY CHEAT
1    FOR X=271 TO 327 : READ Y: C=C+Y : POKE X,Y : NEXT
2    IF C<>5919 THEN PRINT "Data Error" : END
3    INPUT "INFY LIVES Y/N"; A$ : IF A$="N" THEN POKE 314, 206
4    INPUT "INFY CREDITS Y/N"; B$ : IF B$="N" THEN POKE 319, 206
5    POKE 157, 128 : PRINT CHR$ (147) : SYS 271
10   DATA 32, 86, 245, 169, 32, 141, 84, 3
11   DATA 169, 1, 141, 86, 3, 96, 87, 65
12   DATA 90, 72, 169, 32, 141, 121, 5, 169
13   DATA 53, 141, 122, 5, 169, 1, 141, 123
14   DATA 5, 104, 173, 32, 208, 96, 72, 238
15   DATA 32, 208, 169, 173, 141, 1, 49, 169
16   DATA 173, 141, 83, 45, 104, 173, 32, 208
17   DATA 96
```

If you're still having probs then here's a complete solution. Just add water and stir 'til the mixture reaches a similar consistency to boiled blu-tac... or something.



LEVEL 1

■ In door, left (bottom of screen), in door, left, left, get key, right, in door, right, left (top of screen), left, in door, right, right, get key, left, left, in door, right, in door (bottom of screen), left, left, left, in door, get key, in door, right, in door (top of screen), left, rescue Pugsley, right, in door, right, right, right, down, right, in door (bottom of screen), right, right, in door, right, rescue Lurch, left, in door, left, left, left, in door, left, left, left, left, left, left, in door, left, in door — level complete.

LAST NINJA 2

Owen Kelly from Cork sent in a rather excellent technicolour solution to this isometric oriental offering but, due to lack of space, I've been unable to squeeze it in. However, here are his cartridge pokes for each level. The first poke is for lives, the second for shuriken.

Level 1
POKE 37456, 173
POKE 46594, 173

Level 2
POKE 36690, 173
POKE 45218, 173

Level 3
POKE 31852, 173
POKE 40153, 173

Level 4
POKE 35481, 173
POKE 44925, 173

Level 5
POKE 35771, 173
POKE 44707, 173

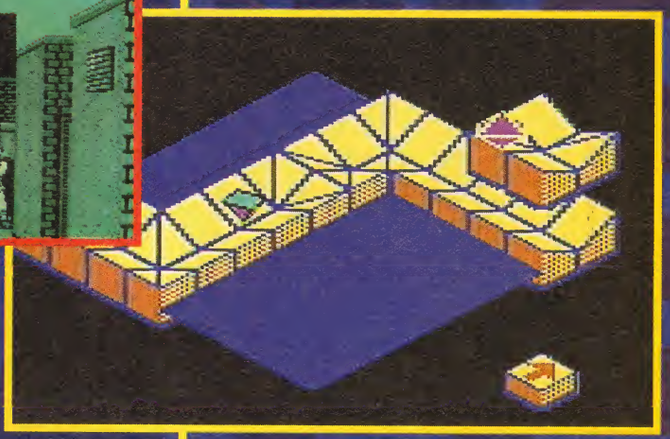
Level 6
POKE 36879, 173
POKE 45788, 173

Level 7
POKE 34444, 173
POKE 43049, 173

Thanks muchly Owen — you're well 'n' truly in print.

THE UNTOUCHABLES

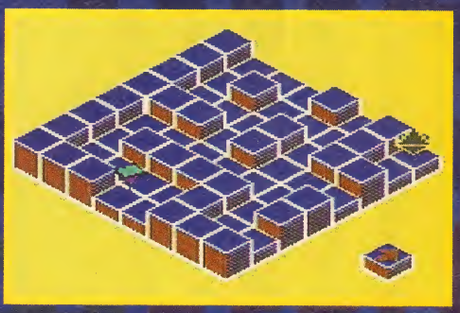
Now *this* is what I call a varied multi-section movie tie-in of high quality. Type TECHNIQUE during the title sequence. Now, during the game, you can press F5 for more time, F7 for an energy top up or the left arrow key while paused to skip levels.

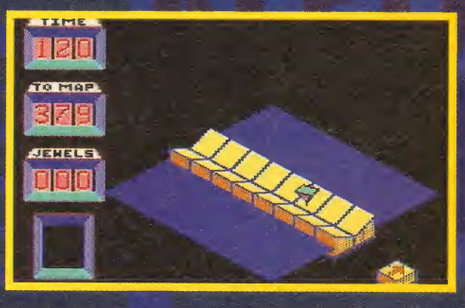


SPINDIZZY

That pesky Glaswegian tips merchant Robert Smith's been a right busy little sausage this month; what with his *Krackout* cheat and this listing for the outstandingly gob-smacking *Spindizzy*.

```
10  A=679
20  READ B : POKE A,B : A=A+1
40  IF A<>255 THEN 2
50  SYS 679 : LOAD
60  DATA 120, 169, 52, 133, 1, 162, 6, 189,
7, 8, 157, 0, 223, 202, 16, 247, 169, 55,
70  DATA 133, 1, 88, 96, 255
```





ADAMS FAMILY

LEVEL 2

Right, left (top of screen), in door, right, in door, left, in door, right, right, down, in door, left, down, right, right, right, right, in door, right, right, in door, right, in door (right hand side), in door (top of screen), left, down, left, left, left, left, left, in door, right (bottom of screen), in door, left, left, get key, right, right, in door, up, left (top of screen), in door, left, left, rescue Morticia, right, right, in door, down (left hand side), in door, right, right, right, right, up, right, in door, in door (bottom of screen), in door (left hand side), left, left, left, in door, left (top of screen), left, left, up, right, in door, up, left, left, in door (bottom of screen), right, right, right, right, in door, right, right, in door — level complete.

LEVEL 3

Right, right, right, in door, left, in door, right, right, right, down, left, left, in door, down, left, in door, left, left, left, in door, left (top of screen), left, left, in door, right, right, up, rescue Granny, down, left, left, down, get key, up, in door, right, right, right, left (bottom of screen), left, left, down, right, in door, rescue Thing, in door, up, right, in door (left hand side), left, right (top of screen), in door (top of screen), left, left, in door, left, left, left, rescue Wednesday — game complete. Hurray!

THE LAST NINJA

If that infernal Shogun's still at large, here's a little prog that should help you remedy the situation.

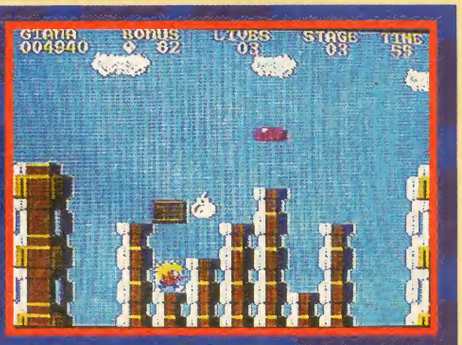
```
3   POKE 649, 0 : I=579 TO 640 : READ A : POKE I, A : C=C+A : NEXT I
4   FOR I=31722 TO 31735 : READ A : POKE I, A : C=C+A : NEXT I : IF C=8876 THEN SYS 579
5   PRINT "ERROR IN DATA"
6   DATA 198, 157, 78, 41, 3, 169, 0, 162, 1, 168, 32, 186, 255, 32, 189, 255, 32, 213, 255, 120, 136
7   DATA 140, 21, 3, 169, 128, 141, 237, 2, 238, 119, 244, 238, 120, 244, 169, 166, 141, 20, 3, 108
8   DATA 20, 3, 162, 121, 142, 178, 3, 206, 179, 3, 76, 81, 3, 169, 197, 141, 135, 120, 76, 191, 3, 12
9   DATA 0, 0, 169, 49, 141, 159, 2, 169, 234, 141, 160, 2, 96
```

RAINBOW ISLANDS

Cuter than cute and more colourful than a packet of Dolly Mixtures — Rainbow Islands is an all time classic no-one should be without. Here's a nice, easy way to gain infy lives or credits — unfortunately, for the disk version only;

Load the game by typing LOAD "CODE",8 and RETURN then when the cursor appears type POKE 28435, 189 and RETURN for lives or for credits POKE 16868, 173 : POKE 18522, 173 and RETURN. Type RUN to start.

THE GREAT GIANA SISTERS

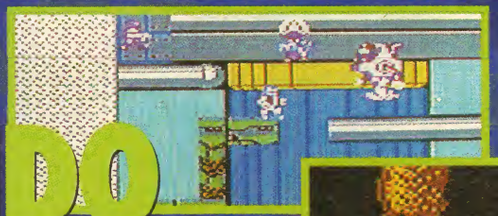


There aren't all that many copies of this fine little number around, as Nintendo saw to it that Giana's rather too Marioid antics were quickly withdrawn. Still, if you're lucky enough to have it heres a nifty way to skip to the next level — just hold down M, A, R, I, N (?!) while playing.

CYBERNOID 2

A fine but frustrating shoot-'em-up, this. Wouldn't it be neat if you could access a cheat mode when the going gets tough? Well just try re-defining the keys as Y, G, R, O and see what happens...

BIONIC COMMANDO



A cool oldie which (apparently) inspired the platform levels of the excellent Batman: The Movie. It's a pig to complete though so please accept infinite lives courtesy of COMMODORE FORCE.

```
1   FOR X=525 TO 580 : C=C+Y : POKE X,Y : NEXT
2   IF C=5093 THEN POKE 157, 128 : SYS 525
3   PRINT "DATA ERROR"
4   DATA 32, 86, 245, 169, 24, 141, 208, 8, 169, 58, 141, 209, 8, 76, 1, 6. 8
5   DATA 72, 77, 80, 169, 45, 141, 40, 16, 169, 2, 141, 41, 16, 76, 0, 16
6   DATA 169, 58, 141, 183, 3, 169, 2, 141, 184, 3, 76, 168, 3, 169, 16, 5, 141
7   DATA 94, 29, 141, 188, 86, 76, 0, 5
```

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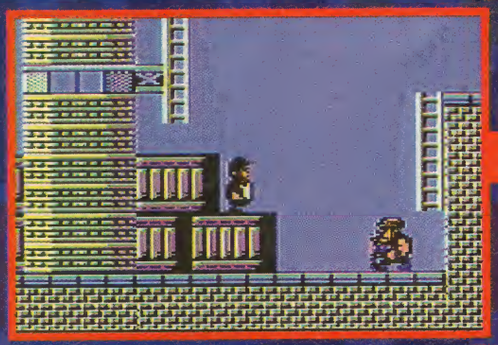
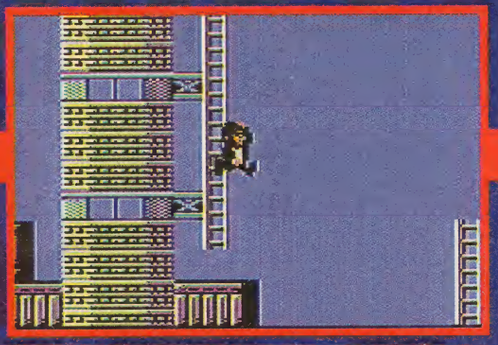
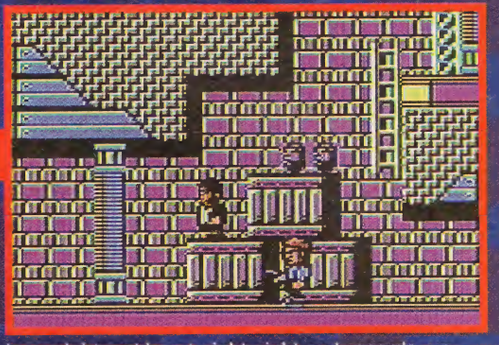
THE BLUES BR

I seem to recall that some months ago (under the previous tips regime) a map and solution appeared for level one of this succulent little wombat. Well here's a full solution for levels two through to five — after all, we couldn't let those orphans down...







LEVEL TWO

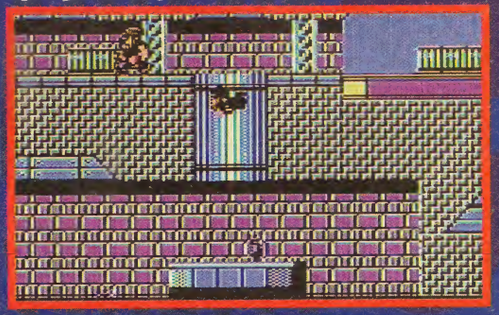
Walk right, duck the gunman's bullets and climb on the large boxes, get the records, jump right, up the ladder, jump left and get the records. Now go to the right-hand edge and jump right, head right to the edge and jump right onto the large boxes. When the gunman stops firing go right onto the next large boxes, get the records and go to the edge, jump right, get the records, go right onto the next step, left, get the records.

Go right, up right, right, up right, get the mystery bonus (a question mark symbol), right, get records, up right, get records, up pipe, right, get crate, Go left, kill workman, right, get crate, right, down, ladder, kill workman, right, get crate, kill gunman, get records, left, up ladder, left, kill workman, right, get crate, left, kill workman, left, up first ladder, right, get records, at the edge jump right to avoid the spikes, dodge the mystery bonus, go to the edge, jump right, avoid mystery bonus, go right and stand on the edge, jump right, right, up ladder.

Jump right, get crate, right, kill workman, walk right to the edge, walk off the edge but pull left on the joystick as you do so, crawl left, get crate, throw it, get hat and shades, right, walk off edge, left,up ladder, left, jump left, on conveyor belts: when you reach the edge jump left to avoid spikes, climb up the stairs, when the workman is to the right you should jump left, get records, climb railings, get records, jump to get the records above you.

Go left, when the gunman's to the right climb the railings, jump left, avoid or get the mystery bonus, get records, get microphone, right, when workman is left go up the railings (on the right-hand side), jump right, get records, right, jump right, get records, jump right, jump right, avoid '?', right, right, avoid '?', right, jump workman, get bonus.

Go right till end of workman's patrol, jump left, jump right, get heart, right, right, get records, up ladder, climb steps, up right, climb steps, when gunman above is to the right you should jump left, up ladder, swim left, up ladder, right, the springs at the bottom make you jump high so just pull right on the joystick, slide down, right, slide down etc (until the end), down ladder when the gunman's to the left, climb big boxes, up ladder, down pipe, up right, get red flag.



LEVEL THREE

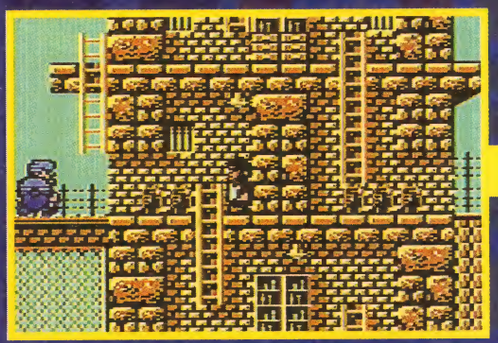
Go left, down ladder when knight is right, left, get box, right, kill guard, right, down ladder, right, up ladder, right, jump cop, right, jump guard, right, get records, left, up ladder, jump and pull joystick right when in the air, jump and pull joystick right when in the air, jump right, right, slide down edge, right, right, crawl left, get records, crawl right, jump gunman, crawl right, get records, slide off edge, right (pull left when in the air), get crate, kill guard (when you can see him), crawl left, left, down ladder, right, get crate, left, down stairs.

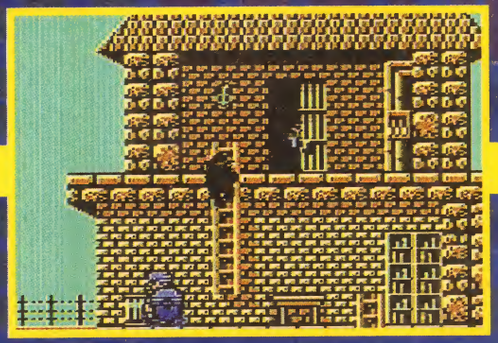
Left, up ladder, kill guard, left, here there's a door with a lever up/right, jump at level, left, down ladder (all the way), left, get records, crawl left, down steps, left, down wall ladder (watch out for the laser on the wall), right, down wall ladder, left get records and jump spikes, left, up stairs, get records, down the left side of the stairs, get records and jump spikes, left, up stairs get records, down left side of stairs, get records, up stairs, get records, up ladder, right, get records, right, up ladder, up ladder, left, get record, (the bonus is a minus 20 pointer but can't be avoided).

Get record, jump at pink lever, right, down ladder, get record, down ladder, left, down ladder, right, down stairs, right, up stairs, down right-hand side of stairs, jump spikes, up stairs, down right-hand side of stairs, right, jump spikes, right, up wall ladder, left, up wall ladder, right, up step, right, crawl right, right, up ladder (only half way) then go left, crawl left, up ladder, left, jump left, left, jump left, left, down ladder, crawl left (avoiding bullets and missing laser), up ladder, left, down step, get records, left, down left-hand side of hole (pull right before bottom), right, when rat is on the right go down ladder, right, jump on the table, when rat is left go right and up the ladder.

Right, down ladder, get crate, right, up ladder, kill guard, right, get records, down ladder (pull right at bottom), down ladder, left, up ladder (when guard is left), left get crate, kill guard, left, in first door, avoid both bonus', left, get records, right, out of shop, left, go in second shop, left, go in second shop, crawl right to avoid broken record, get bonus, right crawl left, out of shop, left, down ladder (pulling right at the end), right, jump spikes, right, jumps pikes, right, jump spikes, right, crawl right, right, down step, jump rat, up step right (up to edge of spikes), jump to get records, left, up ladder, left.

Jump guard, left, jump on table, jump on platform above table (avoiding laser), jump right, climb on table, up, right to the part where the wall below you is thinner than the rest of the wall,





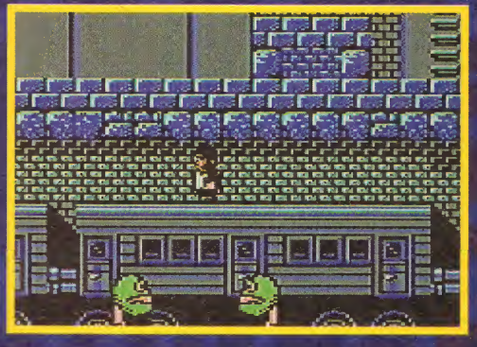
BROTHERS

LEVEL FOUR

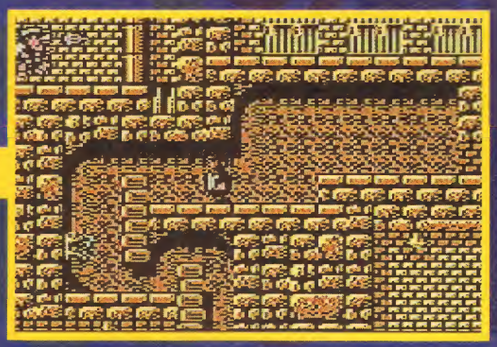
Go down the ladder, grab the crate and kill the green blob, jump down the hole into the water, swim over to the ladder and get out. Continue right, kill the blob and move into the ladder, climb up and collect the records, dive down the hole, swim right to the door then go up the ladder, pick up the crate and jump out of the open gap onto the railway. Chuck the crate at the workman, move left over the trains until you reach the end.

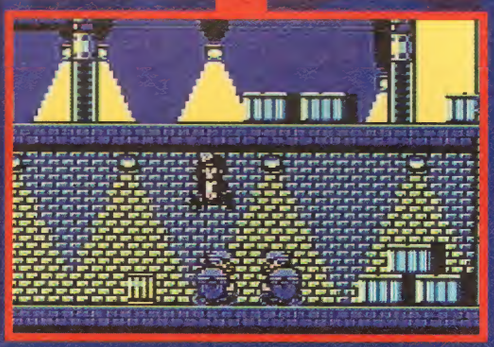
Fall through the platform and head down the tunnel to the left — the other route is far more difficult. Anyway, you'll now find yourself in a room with seven doors. The two lowest switch between each other, the next up contains a heart and a green blob, the one up and to the left can't be opened and the right hand one switches between the top door. The final door has three rooms.

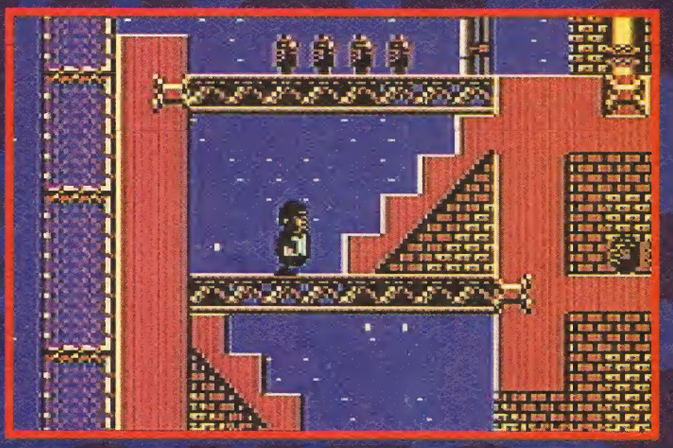
The first contains a few records, collect 'em and slide down into the water. Collect the poster, records and mystery bonus then go up to get the extra life. Go to the ladder, get the heart if required, walk right, go up the ladder and down the other side, get the crate and jump into the water. Get to the ladder on the other side and climb up onto the platform. Kill the baddies and get the flag.



down, right, jump right, right, up ladder, get amplifier, down, left, jump left, left, jump left, climb on table, jump, left, up ladder, climb on springy bed (makes you jump very high), at the top of the jump go right, right, get crate, kill cop, right, climb on table, jump right, right, climb on springy bed, right at the top of the jump, right, down, down, down, left, down wall ladder, left, down wall ladder, right, down wall ladder, left, down wall ladder, right, climb step, right, climb wall ladder, right, jump left, jump left (avoiding laser), jump to climb ladder, jump right, jump spikes, down ladder, pull left or right at the bottom and get the red flag.



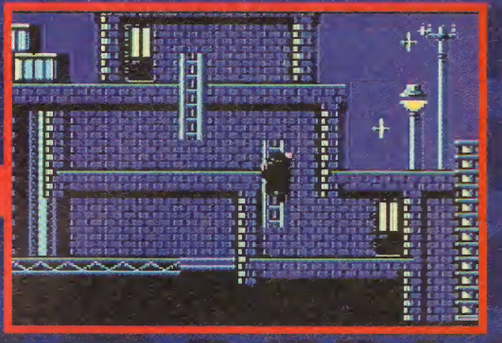




LEVEL FIVE

Go right, dodging the dog on the way, climb the ladder, dodge baddy and get mystery bonus and records. Kill the workman to gain access to the roof, don't bother with the crane. Climb the ladder, run right and jump off the edge avoiding the fire and mystery bonus'. Go up the lift on the right, onto the second lift and onto the platform. Climb up the purple wall and climb the four ladders, get crate and jump onto the left hand platform, kill baddy, go up ladder and get another crate. Climb the next ladder and run to the right jumping before you touch the wire and you'll land on a new platform.

Go right and collect the concert permit, jump onto the purple wall and walk to the other side. Kill baddy with one of the crates then go right and jump up three platforms to find a heart. Fall back down then go down the ladder with a crate and kill the baddy. Go down two more levels then down the ladder and down again, then down the last ladder and jump off to the left. Jump the gap and make your way down the steps and platforms to another ladder, pick up crate on the left, climb down ladder, kill baddy and go right. Go up the lift and jump into the little room and collect the records. Get the crate then climb the ladder and kill the last baddy. Go to the top of the lift on the left and jump up three platforms and on the furthest one you'll find an extra life. Climb the purple wall where you're faced with the third lift. Go up to the top and get the flag.



LEVEL SIX

Go right and kill the guard and policeman with the two crates. Take the third crate and go down the lift, go right at the bottom and kill the policeman, carry on right and fall off the edge of the platform. Climb back up left taking a crate and and go left to the lift. Go up and left to the door just beyond the policeman. Go down the two ladders and enter the second door, walk down the steps onto the stage.

Wahey! The orphanage is saved, the band's back together and the game is well and truly completed.

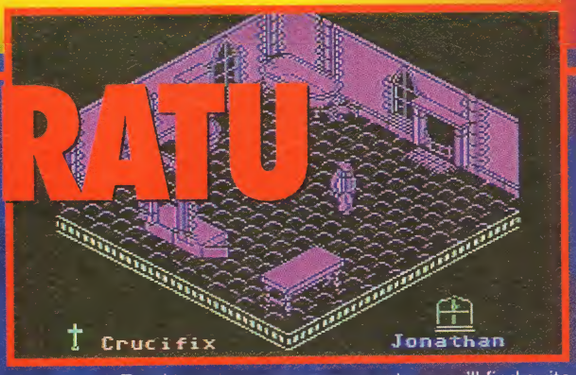
PARADROID

With an army of adoring fans and other assorted ventilation gadgetry *Paradroid* occupies a well deserved place in the C64 hall of fame. To turn off the collision detection, before loading type SYS 63278 and hit RETURN, then press play. When the 'FOUND Paradroid' message pops up type in the pokes below, always remembering to press RETURN after each.

POKE 961,32
POKE 962, 128
POKE 963, 208
POKE 53376,169
POKE 53377,2
POKE 53378,141
POKE 53379,226
POKE 53380,111
POKE 53381,169
POKE 53382,138
POKE 53383,141
POKE 53384,225
POKE 53385,111
POKE 53386,96

Now just enter **SYS 849** to load the game and walk unhindered through those baddies to your heart's content.

NOSFERATU

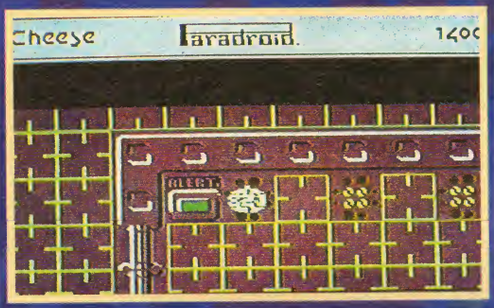


By now you'll no doubt be stuck somewhere in last months scary covergame. To get you on the way here's a few hintettes to make progress a trifle less awkward.

Check the fireplaces around your starting location until you find the boots — these offer protection against the spiders that scuttle around the floor. The sword, found hanging on the wall in the dining room, can be used to kill the bats, probably the most annoying nasties you come across — fire or space makes them eating steel. Also, being in possession of the sword makes you invulnerable to attack from dogs.

Food tops up your energy meter, you'll find quite a lot hidden in fireplaces in the cellar. The deeds to the house can be found in the cellar opposite the crypt door. To get to the cellar it's best to go in through the library and leave via the kitchen. When you've found the deeds, use the key on the front door to escape.

There — that should make things a bit clearer.



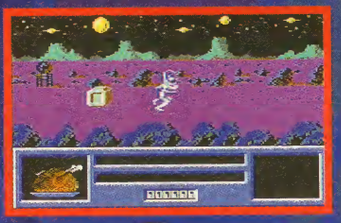
GAUNTLET

If you own a reset cartridge and a copy of this classic mazerama read on — if not you can read on anyway though it won't achieve all that much. Reset when asked to rewind side two and enter the following pokes.

POKE 41021,189
POKE 44373,185
POKE 44381,185
POKE 47658,189
POKE 47666,189
POKE 48514,189
POKE 48524,189
POKE 50357,189
POKE 50367,189
POKE 50814,189
POKE 50824,189

These'll give you unlimited health. Or you could try **POKE 4862196** which stops the baddies attacking you, or even **POKE 49009,96** to stop them killing you. **SYS 32768** starts the game and suddenly a hundred and something levels look somewhat easier going.

STAR PAWS



Roadrunner action with hilarious results — that's *Star Paws* for you. Here's an Acme type-in listing for anyone lightweight enough to need it.

```
3   FOR I=10497 TO 10526 : READ A : POKE I,A : C=C+A : NEXT I
4   FOR I=512 TO 519 : READ A : POKE I,A : C=C+A : NEXT I : IF C=3988 THEN SYS 10505
5   PRINT "DATA ERROR"
6   DATA 169, 2, 141, 5, 84, 76, 1, 82, 198, 157, 169, 0, 162, 1, 168, 32, 186, 255, 32, 189, 255, 32
7   DATA 213, 255, 78, 215, 8, 76, 32, 8, 169, 96, 141, 186, 23, 76, 0, 16
```

WIZBALL

How can you describe that which defies description? Just play it — after all, that's why it's there. No matter what the game however, it's always a chore playing through already-completed levels to get back to where you were after dying. Well, although there's no clue to this in the game, you can restart your game of *Wizball* on the highest level completed at the current sitting by just typing the level number on the title screen.

Badgers — no more space, hodey-hoo! I'm off to the kingdom under the desks now, where my new second in command — the evil Gronk — and I sit planning our conquest of COMMODORE FORCE and the destruction of Moominkind. Back in the real world I'm afraid an inexplicable fear of fruit may necessitate alterations to the battle plan. Moominprice is this very moment constructing a garland of fructal magnificence to ward me off — oranges, prunes, Aargh... no James, not the pomegranate seeds. I'm outta here — but I'll be back for my tips. You can reach me at:

The Tipster,
The kingdom under the desks,
COMMODORE FORCE,
Impact Magazines,
Ludlow,
Shropshire SY8 1JW.

READERS' AWARDS: 1993

Name.....
Address .....
.....
.....
.....

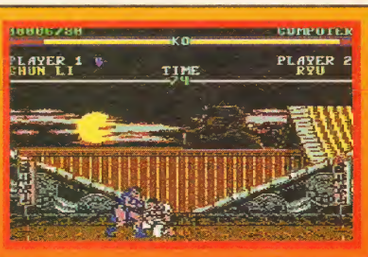
Beefier than BAFTA, bigger than BPI and more ogglesome than the Oscars, not to mention Johnathan King-free — it's the COMMODORE FORCE Readers' Awards! If you think you know what's what, when and why in the glamourous world of the C64, here's your chance to have a say. This garlour occasion will take place in the glitzy pages of a future issue — just enter your votes in each of the following categories and return this form (or a photocopy) to COMMODORE FORCE Readers' Awards, Impact Magazines, Ludlow, Shropshire SY8 1JW. Every release of 1993 is eligible for votes — be that a re-release, covertape game... you name it, as long as it saw the light of day this year, it'll be counted. Also, to add a little interest, we've a few mystery prizes floating around the office for ten entries drawn out of a hat... so get scribbling and sending, folks.

Ace Arcade Adventure

● Not to be confused with platformers — adventures should include a choice of routes as well as puzzles to solve.

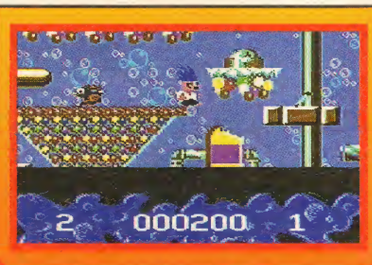
Most Brazen Beat-'Em-Up.

● *SFII* could be in with a chance, due more to lack of competition than personal merit. But do any other brawling games cut the mustard?



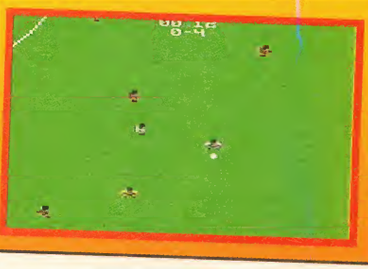
Prodigious Platformer.

● *Rodland* was pretty nifty but don't forget *Mayhem* — it's a bit special, then there's *Trolls*...



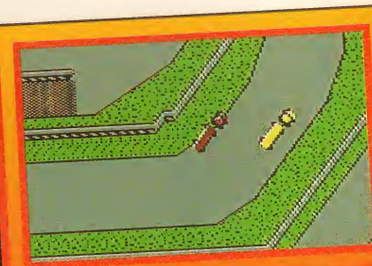
Sublime Sport.

● With the excellent *Liverpool*, *Emlyn Hughes* and *World Class Rugby* appearing, this could be a tight category.



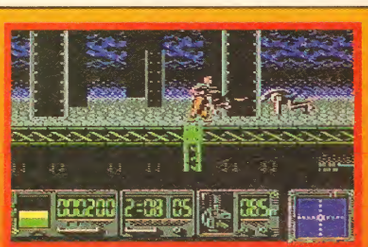
Radical Racer.

● Zeppelin's *Truck Racing* was a blast, but check *Outrun Europa*'s superfast 3D, or maybe the manic *Turbo Charge*.



Most Marvellous Movie Tie-In.

● *Alien 3*, *Darkman*, *T2*, not to mention Reel Action's *Blues Brothers* — I know which one gets our goat... ahem, vote.



Best Graphics.

● Forget playability, what does it look like? Perky parallax, crazy colours. Eyeballs a-popping's what it's all about.

Perplexing Puzzler.

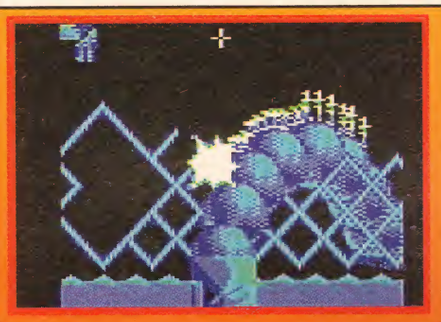
● What's caused you the most hair-loss? *E-Motion*, or just maybe *Lemmings*. In fact anything which puts brain-bending ahead of fire-button dexterity.

Stormin' Strategy.

● Games requiring a bit of tactical thought; for example, *Rampart*. Check out past covertapes for one or two beauts.

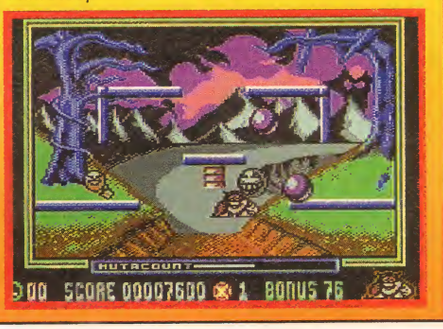
Salubrious Simulation

● Which sim has kept you beavering away 'till the early hours? *Gunship*'s got to be a hot contender, with the more recent *Project Stealth Fighter* providing more than a little competition.



Top Arcade

● Basically a category for anything which doesn't fit elsewhere, eg *Seymour — Robotcop*.

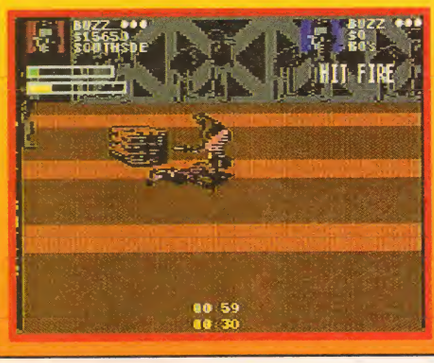


Best Music

● Anything attributed to the great Jeroen Tel is guaranteed a fair hearing — let your ears do the talking.

Dungball Of The Year

● It's fun time. If you've blown your quids on a real stinker, tell the world.



Best Game Overall.

● This is the big one. Which release finds itself head and shoulders above the rest. Last month saw three late contenders emerge but they're up against some pretty stiff competition from those cover-mounted corkers.

Saucy Shoot-'Em-Up.

● *SWIV*, *Smash TV*, in fact any gun toting massacre you care to mention. Everyone's fave genre.

Supreme Software House.

● Who's given us the most pleasure over the past twelve months. Zeppelin and The Hit Squad have been pretty busy but Ocean have to be in with a shout after signing off with their outstanding Sleepwalker conversion.

Right, get 'em in — mine's a pint of Becks... oops, sorry! I mean send off yer votes and, well, that's it really. Go hire a tuxedo and we'll see you at the ceremony.

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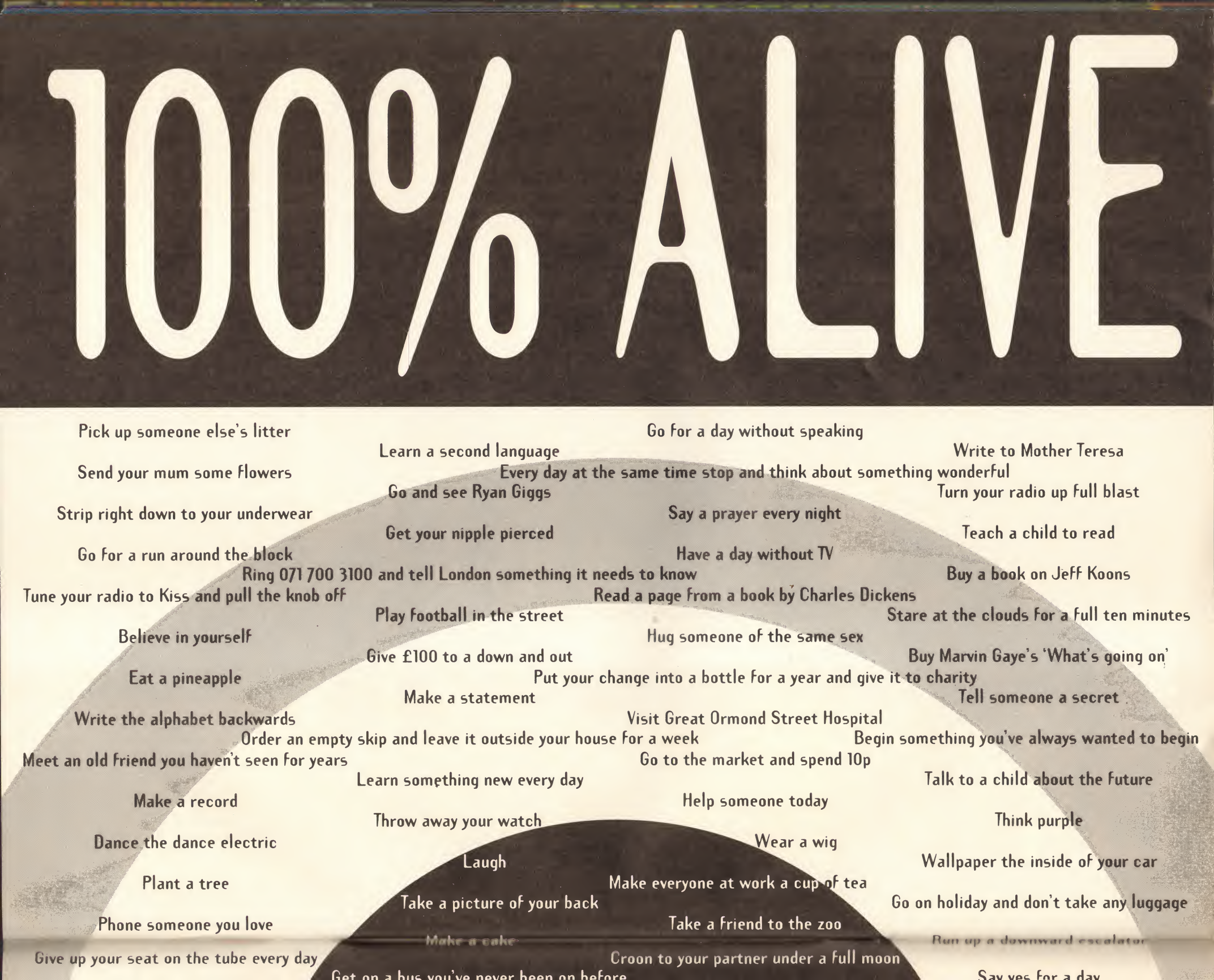
Pick up someone else's litter
Send your mum some flowers
Strip right down to your underwear
Go for a run around the block
Tune your radio to Kiss and pull the knob off
Believe in yourself
Eat a pineapple
Write the alphabet backwards
Meet an old friend you haven't seen for years
Make a record
Dance the dance electric
Plant a tree
Phone someone you love
Give up your seat on the tube every day
Learn a second language
Go and see Ryan Giggs
Get your nipple pierced
Ring 071 700 3100 and tell London something it needs to know
Play football in the street
Give £100 to a down and out
Make a statement
Order an empty skip and leave it outside your house for a week
Learn something new every day
Throw away your watch
Laugh
Take a picture of your back
Make a cake
Get on a bus you've never been on before
Go for a day without speaking
Every day at the same time stop and think about something wonderful
Say a prayer every night
Have a day without TV
Read a page from a book by Charles Dickens
Hug someone of the same sex
Put your change into a bottle for a year and give it to charity
Visit Great Ormond Street Hospital
Go to the market and spend 10p
Help someone today
Wear a wig
Make everyone at work a cup of tea
Take a friend to the zoo
Croon to your partner under a full moon
Write to Mother Teresa
Turn your radio up full blast
Teach a child to read
Buy a book on Jeff Koons
Stare at the clouds for a full ten minutes
Buy Marvin Gaye's 'What's going on'
Tell someone a secret
Begin something you've always wanted to begin
Talk to a child about the future
Think purple
Wallpaper the inside of your car
Go on holiday and don't take any luggage
Run up a downward escalator
Say yes for a day

Phone someone you love

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Take a picture of your back

Make a cake

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Take a friend to the zoo

Croon to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Do one thing to make the world a better place to live

Run up a downward escalator

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

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Kiss 100fm

SEX

Wooow! Talk about getting your advert noticed... But seriously...this advert is really about ODUS, the PD collection specialist. They have decided to sell their brilliant software collection (ECLIPSE) at a special SUPER-LOW price on TAPE or DISC for the Commodore 64.
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BASH YER BRAINS

Greetings once more, and welcome to my column. I got the arty bug this month so I've been out doing some wood carving. What I mean is I've been going out into the woods and carving up whatever I find — goblins, adventurers, squirrels, anything really. Anyway, I've not got much space this month so let's cut the waffle!

BASH'S MAILBAG

The first weary and footsore adventurer to write in for help this month is **Sean Barrett** of Co Cork who's stuck in *Theseus And The Minotaur Pt 2*. He keeps getting killed by the Centurions in King Mino's Palace and doesn't know what to do with Hecale, nor can he find the arrows to kill the Harpies. You should GIVE FOOD to Hecale and the arrows can be found just SE from where you kill the Gorgon.

■ **Richard Searle** of Shropshire is stuck with *Energen Enigma*. He is having a devil of a job trying to lower the bridge, repairing the boat and opening the portcullis. Problem is that everything has to be done backwards, Richard. You can lower the bridge but only from the other side. You turn the handle from the well to lower it. Same thing goes for the Portcullis. The boat can be repaired if you find the tin behind the waterfall and fill it with tar from the roots of the tree. Actually the river can be crossed if you POLE VAULT across!

■ **Des Hooper** of *Salisbury* writes that he is on the point of chucking Nythyhel out of the window as it is driving him batty. The problem seems to be aeronautical. He boards the plane, wears the parachute but can't get off the plane as it keeps crashing every time — the plane that is not his computer! Oh Des! You've been provided with a parachute to give you a clue — what you have to do, as you have a rather unreliable pilot, is to GET PARACHUTE, WEAR PARACHUTE, SIT, OPEN DOOR, JUMP and PULL CORD. With luck you should end up in the middle of a ploughed field with a nice friendly farmer to chat to.

■ **Shane Storey** of Co Carlow is stuck in *Theseus And The Minotaur* and wants to know how to kill the Centaurs. Well, actually you don't need to kill them. You can rescue Ariand me anyway. If you are wearing the Lion Skin you will be protected from their arrows. Shane is also stuck in *Coyra The Warrior Sage* as he cannot rescue the person murmuring under the rubble. What you need is a stout timber to prop up the rafters — you'll find just what you need if you examine the entrance to the Meeting Hut just north of the crumbling hut.

■ **Katherine Garfield** of Portsmouth is stuck at the altar in *Black Knight*. She also wants to know how to open the trapdoor in the Great Hall. Well Katherine, you should push carving/angel and you will hear a click, then LOOK ON ALTAR to find a recess has opened. If you are holding the Lance you should be able to open the trapdoor. Katherine is also having trouble freezing to death in Dracula's coach in *Dracula*. What you need to do is to use the cross the woman gave you after hypnotising you earlier. When you are told that it is getting cold you should, LOOK AROUND, LIFT SEAT, EXAM DOOR, REMOVE CROSS, INSERT CROSS, TURN CROSS, OPEN DOOR, EXAM HOLD and you should find some nice warm blankets to snuggle into.

■ Well folks, that's all the mail we have room for this issue. Keep writing in and please don't forget to enclose a stamped self addressed envelope if you want a personal reply. See ya next month.

CONTACT POINT

■ RIVER SOFTWARE, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL. Cheques etc payable to MR J A Lockerby.

DARK TOWER

- **River Software**
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As we've come to expect from adventures produced by Jack Lockerby, this one is well written, thoughtfully programmed and vastly entertaining. Puzzles can range from fairly easy to the downright devious but you are provided with a couple of magical items that should prove most handy along the way. One of them in particular might take a bit of figuring out before you know how it can be used — but that's all part of adventuring isn't it? Just remember these items have to be found within the starting locations of first.

When you enter the adventure proper you might be forgiven for thinking you've landed in the heart of a maze but this isn't so. It's just that the adventure starts within a forest and things can get a little confusing until you get your map sorted out. You'll also meet a most curious white horse — he could do with a bit of investigation later on, perhaps.

Once you manage to get into the Dark Tower you'll find it's either a mapper's dream or nightmare depending on how much you enjoy mapping. Believe me — unless you get each level sorted out on paper you won't make much progress as ascending and descending that spiral staircase to the different floors is highly disorientating.

Examine everything carefully — especially the archway with the runes as there are loads of little hints along the way to help you out. One thing's for sure, you're going to have a terrific time sorting out those Orcs and recovering all the treasure. You might think your troubles are over once you've done all that — not so. Getting back to the Monastery is almost as difficult as getting to the Dark Tower in the first place!

FORCE FACTOR 78%

That's it for this month. If there's any game you're stuck on don't be bashful — just put quill to parchment and write to Bash at COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW enclosing an SAE if you'd like a personal reply. Right, I'm off to kill another carpet — this one's starting to dry out!

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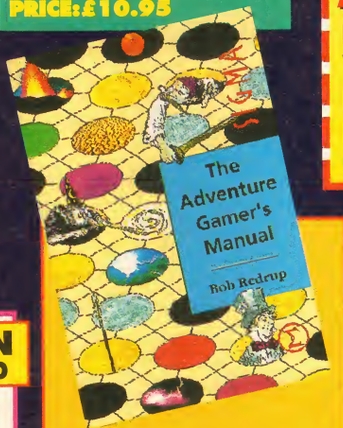

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A DAY IN THE LIFE...

You've seen drawings of us at COMMODORE FORCE, but never have you had the pleasure of seeing us... well, 'in the flesh' you could say. (?!) So, here's your chance. If you realised the danger certain members of the crew were in attempting to get a shot of James, you'd appreciate this filler — sorry, feature — a whole lot more...

● Miles Guttery — staff writer and renown crasher of cars. You see, it's not that he means to do it, but people must insist on doing inconsiderate things — like driving on the same road as him, for example. Just how long his 'thank god, my car's knackered but I'm fine' luck will keep up for is a mystery...

● I reckon COMMODORE FORCE is the greatest, and I should know — I'm the queen, no, king, of England. So buy it or I'll get my guards to take you to the Tower of London. Only muckin' — I'm really Milo Jackson, CF's best Mini driver. And wrecker.

● Shh... or he'll hear us. You see, what our editor doesn't know is that we're changing what he originally wrote in order to reveal the truth. That is... he's simply the best editor we've ever had the pleasure of working with! An excellent companion, a talented writer, the lot. And if that's not true, then my name's not James...

● It's strange... possibly the most unusual trait we've ever encountered. You see, whenever there's a camera about, Lloyd totally vanishes. It's almost as if he didn't exist in the first place. This is the best shot of him we've got — or, more specifically, his bag...

● C'mon — I mean, we've got to have another photo of me, haven't we? I'm the best looking out of the team, so, one day soon, the flatplans will be mine! That James character will be banished from the pages forever! Oh yes...

● This is Andy. He's our new Editorial Assistant. He can do some amazing disappeared tricks, you know. Ask him to take some screenshots or source a few pictures and whoosh! he's gone. We'd describe him as a pickled egg short of a picnic, but realistically speaking, he couldn't get the hamper out of the car

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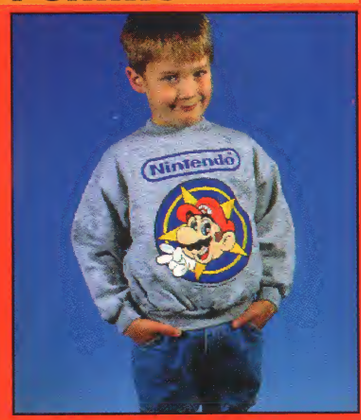

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